

FATHER CHRISTMAS READS IT, COME ON WHY DON'T YOU!

75p
Every Thursday

GAMES-X

19th Dec '91 -
1st Jan '92
Issue 35

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

EXPLORED: ALCATRAZ



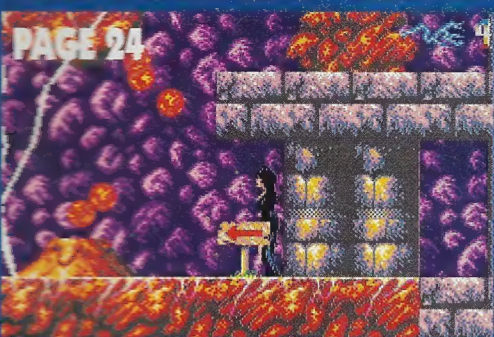
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OVER 30%
EXTRA PAGES

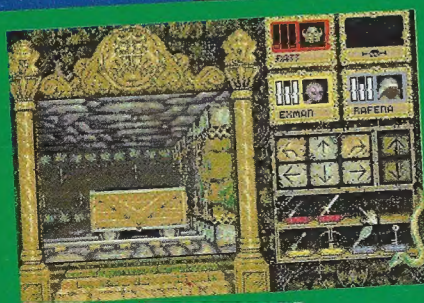
ELVIRA: THE ARCADE GAME

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- ★ PLUS MANY MORE...



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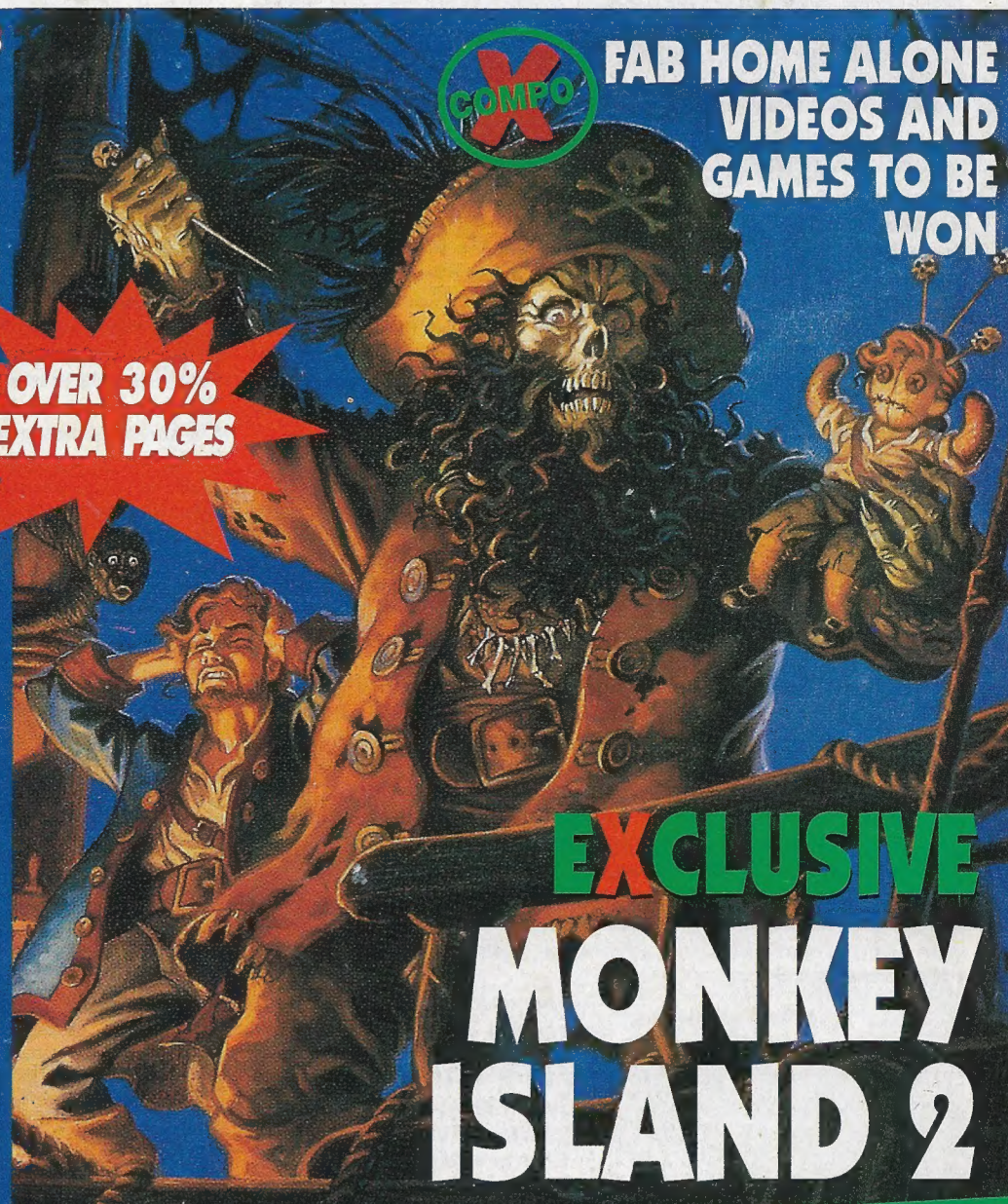
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FAB HOME ALONE
VIDEOS AND
GAMES TO BE
WON



EXCLUSIVE MONKEY ISLAND 2

HAVE YOU RUMBLED WHAT THE XMAS NUMBER ONE IS?



CHAMPIONS

Sports fans may like to take a gander at **Champions**. Released by Krisalis, the package is a compilation containing three critically acclaimed sporting games. They are *Jahangir Khan World Championship Squash*, *Manchester United* and *World Championship Boxing Manager*.

Champions will be available on ST and Amiga at £19.99, the PC at £25.99 and the Commodore 64 at £11.99.



ACTION SIXTEEN

During January Digital Integration is set to release four titles on its budget label, Action Sixteen. The first three will cost £7.99 and all feature different styles of gameplay.

Jupiter's Masterdrive is a manic one or two-player racing game, first released by UBI Soft.

Sir Fred combines hack 'n' slay action with arcade adventure as the

hapless knight, Sir Fred, attempts to save his true love from an ugly dwarf.

Mystical is a vertically-scrolling shoot'em-up and was originally released by Infogrames. It sees you assuming the guise of an apprentice sorcerer as you blast your way to greatness.

The final game, **Rotox**, will appear on the Action Sixteen Premier label and will cost £9.99. A superb puzzle-style game, Rotox was released to critical acclaim by US Gold in 1990.

DRIFT

Keep your eyes peeled for Digital Integration's March release. Titled **Drift**, the game is a superb role-playing adventure that takes place within a range of planets, in a huge solar system.

Your objective is to combat crime and civil unrest by setting up your own military outfit. Various intriguing missions are set to test your skills and reactions. More news and pics as we get 'em.

TOP LEAGUE COMPILATION

UBI Soft continues with its flair of putting together top quality compilations. This time it's the turn of the **Top League Compilation**, a package which boasts no less than five chart-topping games.

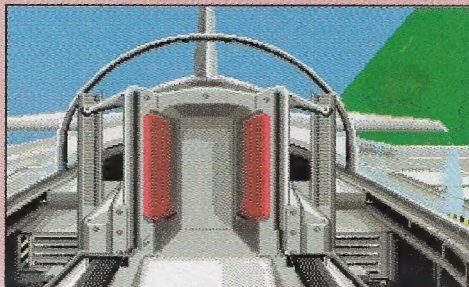
Rick Dangerous 2 was programmed by Core Design and released on the Microstyle label. Featuring an Indiana Jones-style character this platform game soon became the benchmark for the entire platform genre.

Spectrum Holobyte's **Falcon** featured the combat avionics of the F-16, and with its link-up feature became a firm favourite. Mike Singleton and the Maelstrom team's **Midwinter** combined arcade-style simulations with intense strategy, to bring a new kind of adventure game to the home computer.



Speedball 2 saw the re-emergence of the Bitmap Brothers with another brutal sports sim that set the pace for all that followed. Finally, **TV Sports Football** saw Cinemaware catapulted into the big time; a first-rate American football game it still ranks alongside the all-time greats.

The **Top League Compilation** is to be released by UBI Soft around Christmas time for the ST and Amiga, with the PC version to follow later in the year.



WING COMMANDER II

PC owners have been spotted drooling over Chris Roberts' **Wing Commander II**. Word has it that Origin and Mindscape have started on the Amiga version.

Whether this is the case is still to be confirmed. If it is true, Amiga owners can look forward to some real stunning graphics.

JOHN MADDEN

Mega Drive owners have been enjoying the thrills and spills of American football for some time now. **John Madden's Football** has to be one of the best sporting games available on the console.

Now Amiga owners are going to be able to try for a first down and 10, as Electronic Arts begins converting the game. No firm dates as to when Mr Madden's game will appear, but we'll keep you posted.



WORLD CUP CRICKET



DELTA

If you own an Amiga and play flight sims, then you probably know that the conventional joystick controls are usually pretty poor. Now however, Voltmace has the answer - an analogue joystick!

The **Delta 3A** is to be held in the hand and will allow the user to perform precise movements.

Games such as **Flight Sim 2** and **MiG-29 Super Fulcrum** all have analogue settings and all handle much better when played with the **Delta 3A**.

Voltmace can be contacted on 0462 894410. The **Delta 3A** costs £16.95, so if you want to be an old, bold pilot get into analogue.



CAVITAS

Newcomer, Nite Time Games is set to release *Cavitas* on the Amiga in January. The plot of the game sees the human race discovering and colonizing new planets at an alarming rate.

One such planet is *Cavitas*, a land ridden with strange caverns. As the first explorers discovered the planet they found themselves in the middle of a terrible meteor shower. Running for cover they hid inside a huge cave where they found remains of an ancient alien colony.

Their own craft was wrecked in the storm and so the settlers salvaged enough parts to make a single-seater ship. Now you must venture into the very heart of the planet in an attempt to uncover a means of escape. A huge shoot'em-up come exploration game, *Cavitas* will dock soon.

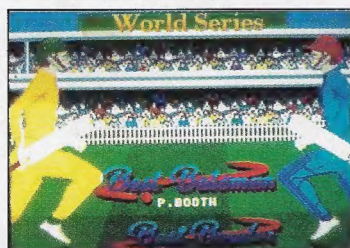
Following on from the success of its 1 meg cricket game, Soundware is set to release *World Cup Cricket*.

The game allows you to choose from nine world-class teams, including the recently reintroduced South African

squad. *World Cup Cricket* is played as a knockout-style competition played over a series of one-day matches.

Players can pre-set a number of different parameters according to their personal tastes, these include things such as the number of overs per match. In addition you'll be able to create your own players and adjust their abilities to suit your team.

World Cup Cricket should be out any day now and will be released by Soundware on the Amiga at the price of £29.99.



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Back, complete with piccies! This time we hit The Computer Cavern in Reading... so did TVS.

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The sequel to *Monkey Island* has got Bri all excited.



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Raiden and Gradius on the PC Engine, three Game Boy games including Who framed Roger Rabbit. There's a Fantasia Player's Guide on the Mega Drive, and much, much more.

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LOTUS ESPRIT



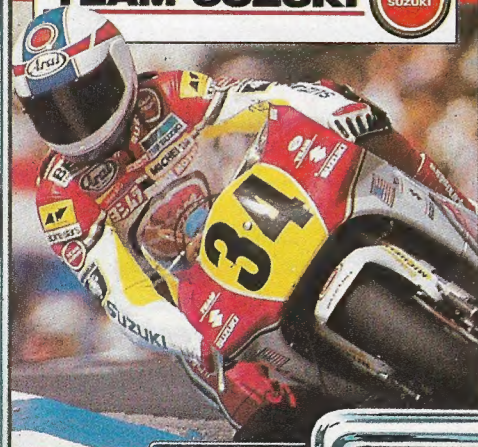
TURBO
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 Available on: CBM Amiga, Atari ST/STE.

CLEARLY OUT IN FRONT



UTOPIA 2

A few issues ago we told you about Gremlin Graphics' planned follow-up to Utopia. Now we've got the pictures to prove it. Programmer, Graeme Ing and graphic artist, Berni are working on *Utopia 2* as we speak.

The follow-up will, of course, feature totally new graphics. Perhaps more interestingly, *Utopia 2* will be much more strategically sophisticated. Unlike the original, Ing plans for the player to be able to view the alien base.

In the meantime, *Utopia* fans will be pleased to hear that Gremlin is planning the release to a data disk containing a further 10 levels.



UP IN LIGHTS

If you're getting those last Chrissie pressies around London's West End, check out the massive *electronic billboard* on the corner of Oxford St and Tottenham Court Road, which'll be advertising none other than *Populous II*.

Usually these boards, which cost a packet to advertise on, play host to global giant corporations such as Coca Cola and Panasonic, and *Electronic Arts* is claiming a major coup for being the first company in the games industry to achieve this elite form of advertising.

Populous II will no doubt be stacked on the shelves of the numerous game shops in that West End and EA is confidently predicting the game to be number one in the charts the other side of Christmas.

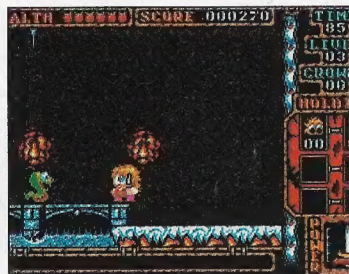


KID GLOVES 2?

Kid Gloves was Millennium's first release when the Cambridge-based publisher changed its name from Logotron. The game proved to be quite a hit and can still be seen in various compilations.

News has it that Millennium is planning to release *Kid Gloves 2* in the early part of next year. However, *Games-X* can reveal that this sequel is non other than *Little Beau* which was produced by Digital Magic and never released.

Little Beau, or should I say *Kid*



Gloves 2 is a natty little platform romp. The price and exact release date is yet to be disclosed, but the game will be on Amiga and ST.

ATARI GOES POP



The *Lynx* is the number one selling hand held this Christmas – that's official. As Atari's great little palm pleaser takes 39 percent of the hand held market, the rock and pop world is taking notice.

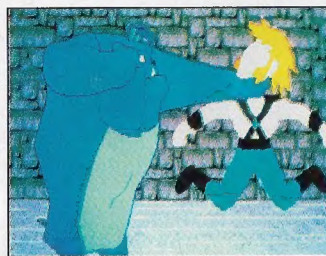
At present, you can win a *Lynx* on Radio 1's Jackie Brambles' Drive Time show, but that's only the tip of the iceberg. Atari has signed a deal with *Go Records* who publish for Jesus Jones, The Farm, Beautiful South and EMF who are all mad keen game's players, and at the February computer show, a different band will be appearing every day.

An indication of the growing popularity of the *Lynx* is that 50 percent of Atari's massive stand at the show will be designated to the hand held.

ETERNAM

If you thought the highly-popular action adventure, *Drakkhen* was big, then you're going to be totally lost in the sequel, *Eternam*. Even by modern adventure standards *Eternam* is a huge world to explore. Gameplay is in the first person perspective in an amazing 3D environment.

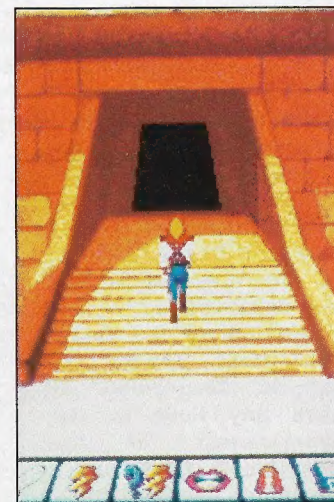
Technically, the game is remarkable with cartoon-quality animation and literally thousands of sprites moving across the landscape.



It is aimed primarily at an adult audience, which is highlighted by the curvacious and scantily clad Tracy – gosh these French game designers are naughty!

It's not a game which reaches out and grabs you in the first five minutes, but like the layers of an onion the engine slowly peels off to reveal various objectives and clues.

To be published in mid January, *Eternam* will first be on PC, with 16-bit versions being planned. It is also expected on CD.



BULLFROG'S BOB

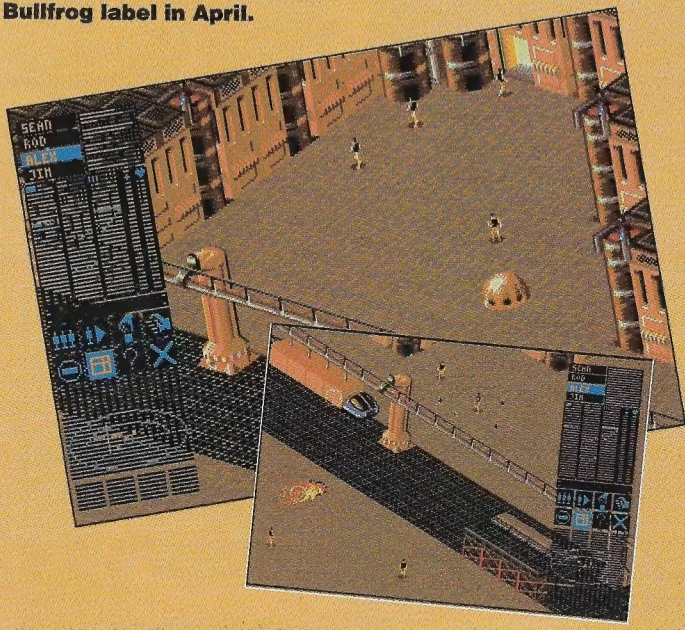
Bullfrog is turning its attention to what must be the most original game concept ever. The working title is simply 'Bob' and in a recent *Games-X* interview chief Bullfrog, Peter Mollineux described the game as "A genetic simulation."

Set in the near future, the game poses you as the head of a corporation that has developed computer chips which insert in the back of the head - don't try this at home children!

These chips contain programs such as 'Eternal Sunny Day' whereby a person can go around on a dull wet day thinking that he is basking in warmth and sunshine - hmm, could catch on!

Other chips place you in environments such as a rock concert or another is called Orgasm, which is pretty self explanatory, thank goodness! Your mission is to become the biggest commercial corporation in the world.

The game will be released on the Bullfrog label in April.



TILT D'OR

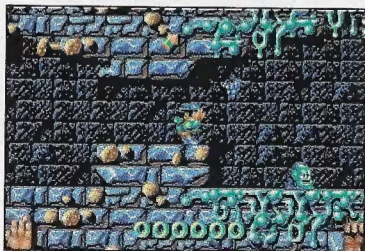
The Tilt D'Or awards, some of the most prestigious in the French computer game industry, have just been announced.

Mindscape won Game of the Year with Wing Commander II, which also won most realistic Cinematic Style Game. Another victory from Mindscape was Magic Pockets, which was voted Platform Game of the Year.

Many of the awards were given to French designed games and the best car racing game category was won by Lankhor's Vroom.

Other awards to the Brits included Best Flight sim for EA's Chuck Yeagar. Domark's 3D Construction Kit won best Construction Program. Civilisation from Microprose won best Strategy Game - I didn't realise it had been released yet.

Shadow of the Beast won Best Floppy to Console Conversion. Is there any limit to the inventiveness of the categories? All in all a good show for the Brits.



GODS

The Bitmap Brothers partnership with pop publishers Rhythm King Records has proved to be so successful, the Brothers are keen to make similar deals elsewhere in the world.

In Japan they are to release games in conjunction with PCM, a company known for bands like Tama Kabuki, Rocks, and the Bananarama of the Orient; the Go Bangs (whose rendition of the Locomotion defies belief).

Gods kicks off what's expected to be a series of sub-licences in Japan, including titles from the past and the future, such as Chaos Engine.



X-STATIC

The *Games-X* office seems to boast more than its fair share of talent. One particular member of the team who looks set to reach the big time is our very own Ad Manager, Steve Darragh.

Our little Stevie has been writing songs in his spare time and his group, X-Static have even managed to sign a record contract.

However, Steve is no stranger to the music business. Oh no, long ago when the vogue was to be nancy new romantics he was with a band called Colour Code. He even supported Duran



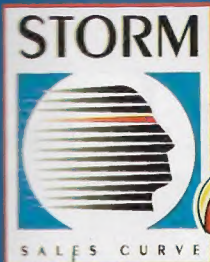
Duran on tour! So listen out for X-Static in the new year, hopefully they're going to be big. (Steve certainly is, oo-err! - Art Ed)(Less of that - Ed).

ON THE SHELF!

Here is a list which has been compiled by *GX*, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Burning Force	Sega	Mega Drive	£34.99	19/11/91
Escape from Singe's Castle	Readysoft	Mac	£34.99	20/12/91
Fifty Great Games	Wicked	PC	£29.99	27/12/91
Gods	Mindscape	PC	£30.99	31/12/91
Grand Prix	Microprose	Amiga	£34.99	20/12/91
HeroQuest	Gremlin	PC	£29.99	20/12/91
Laser Ghost	Sega	Master System	£29.99	19/12/91
Line of Fire	Sega	Master System	£29.99	19/12/91
Magic Candle 2	Electronic Arts	PC	£34.99	20/12/91
Paperboy 2	Mindscape	Amiga	£25.99	27/12/91
Phelios	Sega	Mega Drive	£34.99	20/12/91
Shadow Dancer	Microprose	Amiga	£29.99	20/12/91
The Emperor	Infogrames	PC	£39.99	20/12/91
Ultima 6	Mindscape	Amiga, PC	£30.99	31/12/91



C64, ST, AMIGA OUT ON 27th NOV.

DOUBLE DRAGON THE III ROSETTA STONE

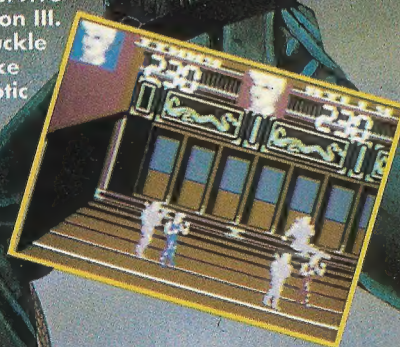
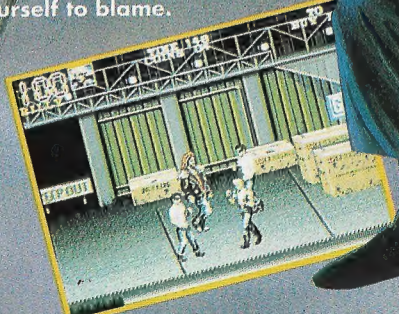
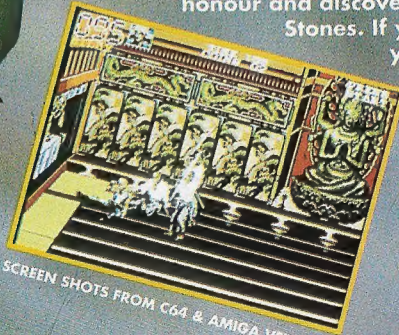
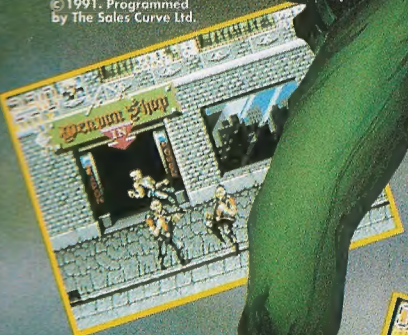


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THE TOUGHEST JUST GOT TOUGHER!

From the one armed headbutt to the locking head squeeze - only those with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon III. Equipped with nunchukas, grenades, knuckle dusters and swords your journey will take you through five perilous missions in exotic locations throughout the world.

If you survive the onslaught you'll retain your honour and discover the truth behind the Rosetta Stones. If you fail... you only have yourself to blame.



The Sales Curve Ltd, 50 Lombard Road, London, SW11 3SU Tel: (071) 585 3308.

SCREEN SHOTS FROM C64 & AMIGA VERSIONS

Availability:
Atari ST, Amiga - £25.99
C64, Spectrum & Amstrad Cassette - £11.99
C64 & Amstrad Disk - £15.99
COMING SOON - IBM PC - £35.99

GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	★	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▼	TERMINATOR 2 House: OCEAN Team: DEMENTIA
4	★	TURTLES - THE COIN-OP House: IMAGEWORKS Team: PROBE
5	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▲	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
7	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
8	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
9	▼	PITFIGHTER House: DOMARK Team: TEQUE
10	▲	JAMES POND 2 - ROBOCOD House: MILLENIUM Team: C SORRELL & S BAK
11	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
12	▼	HEIMDALL House: CORE DESIGN Team: 8TH DAY
13	★	SOCCER STARS COMPILATION House: EMPIRE Team: VARIOUS
14	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
15	★	SMASH TV House: OCEAN Team: PROBE
16	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
17	▼	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
18	▲	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
19	▼	WORLD CLASS RUGBY House: AUDIOGENIC Team: DENTON DESIGN
20	▼	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS

1	★	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▲	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▼	JAMES POND 2 - ROBOCOD House: MILLENIUM Team: C SORRELL & S BAK
4	▼	HEIMDALL House: CORE DESIGN Team: 8TH DAY
5	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
6	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
7	★	BATTLE ISLE House: UBI SOFT Team: BLUE BYTE
8	▼	ALIEN BREED House: TEAM 17 Team: ANDREAS TADIC
9	★	LEANDER House: PSYGNOSIS Team: TRAVELLERS TALES
10	▼	FIRST SAMURAI House: IMAGEWORKS Team: VIVID IMAGE DESIGN

1	★	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▲	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
4	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELD
5	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
6	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
7	▼	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
8	★	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
9	★	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES
10	★	SILENT SERVICE 2 House: MICROPROSE Team: MPS LABS

1	★	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
2	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▼	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
4	▼	CHASE HQ House: HIT SQUAD Team: TEQUE
5	▲	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
6	★	TURRICAN House: KIXX Team: FACTOR 5
7	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
8	▲	MOONWALKER House: KIXX Team: IN HOUSE
9	★	MAGICLAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
10	▼	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS

1	★	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	★	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	▲	FUN SCHOOL 3 (UNDER 5) House: EUROPPRESS SOFTWARE Team: IN HOUSE
4	★	FUN SCHOOL 3 (5-7) House: EUROPPRESS SOFTWARE Team: IN HOUSE
5	★	MINI OFFICE PERSONAL House: EUROPPRESS SOFTWARE Team: IN HOUSE
6	★	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
7	▼	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
8	★	THE CYCLES House: ACCOLADE Team: IN HOUSE
9	★	DEATH KNIGHTS OF KRYN House: US GOLD Team: SSI
10	★	TEAM YANKEE House: EMPIRE Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

HOME ALONE WITH SANTA



20 HOME ALONE VIDEOS AND 20 GAMES TO BE WON!

The biggest grossing box-office comedy of all-time, Home Alone is the unlikely tale of Kevin McCallister, a young boy who is left behind when his family go on vacation to Paris.

While his folks are going frantic with worry, young Kevin is having the time of his life. That is until two bungling crooks decide to come and ransack his home.

What follows is a laugh a minute plot which sees Kevin dealing with the robbers any which way he can.

Now you can become Kevin McCallister as you try and defend your home, alone! Accolade and Capstone have joined forces to bring the hit film onto the home computer.

Home Alone is available on the PC and Amiga and we've got 20 copies of it to give away. What's more, we've also got 20 copies of the smash video up for grabs too!

All you have to do is draw the home our snoozing Santa is fondly dreaming of in the bubble provided.

All your entries should be sent to Home Alone Comp, Games-X, Adlington Park, Macclesfield, Cheshire SK10 4NP. All entries to arrive before 9th January 1992 please.



RULES
No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

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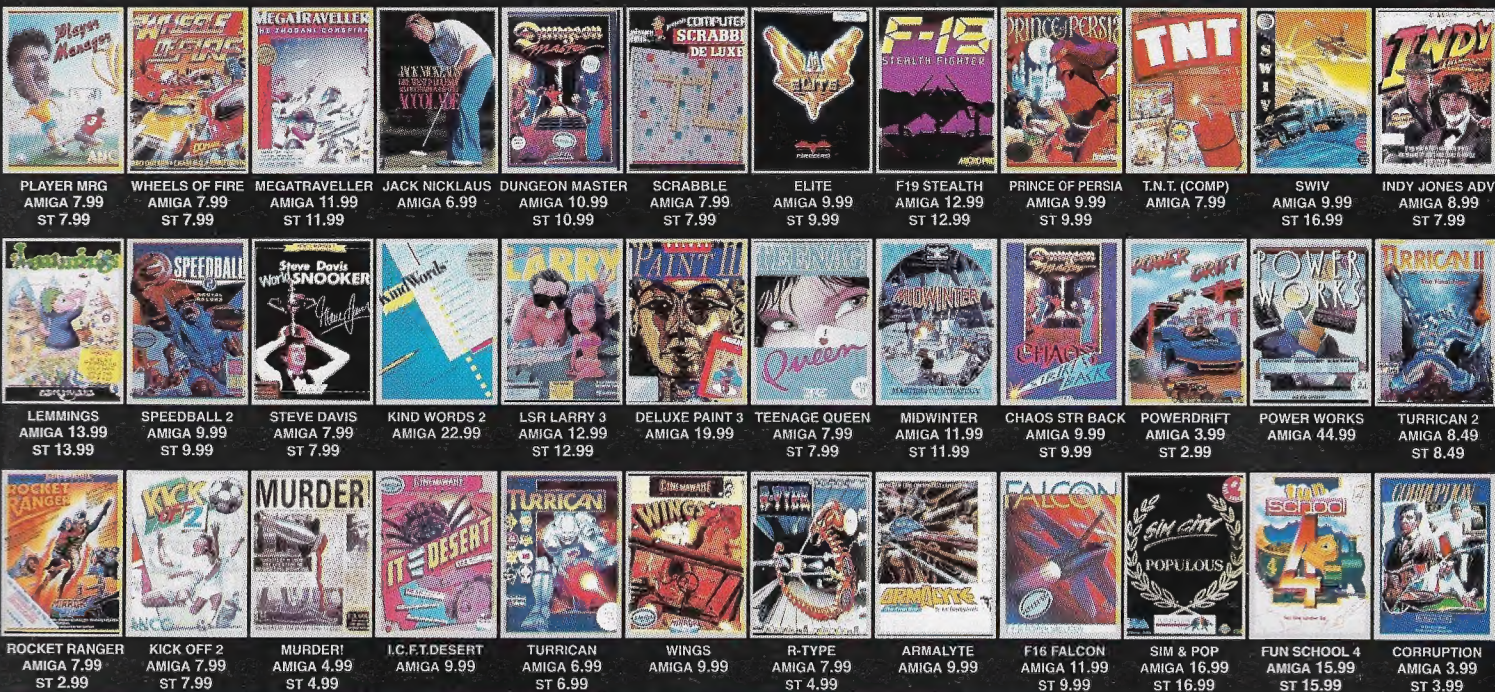
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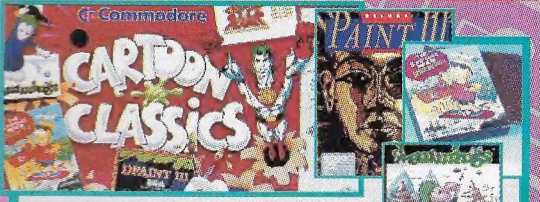
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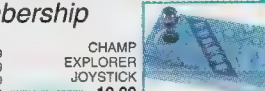
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The original Monkey Island is my favourite game of 1991, so I waited for the release of the second right from the moment rumours began to circulate.

The further adventures of Guybrush start on Scabb Island. He is boring his fellow pirates to death with stories of how he "kicked LeChuck's butt".

However, true evil is hard to vanquish. LeChuck is going to take some beating this time, especially since he is out for your blood.

The only thing that can save Guybrush, now a roughie-toughie and fully fledged, is the treasure of Big Whoop found on a mystery island somewhere in the Carribean.

Part one of the game has you trying to leave the island by chartering a boat. Unfortunately Largo LeGrande has put an incredibly high tax on any means of transport trying to depart and so you must find some way of counter-attacking his evil ways.

ADVENTURE IN PARADISE

Using Lucasfilm's excellent point-and-click mechanism you must collect items, make good use of them, and interact with the various inhabitants on the island.

Among the locals there'll be some recognisable faces for those gamers already familiar



Guybrush Threepwood, having killed off the nasty ghost pirate, LeChuck, has now become a pirate himself.

The only thing is that LeChuck's right-hand man is out to seek revenge on Guybrush. Have you got what it takes to battle your way through the next humungous adventure?



with the original, such as the three pirates who want to set up a circus, and the love of Guybrush's life, the Governor Elaine Marley.

Stan, the over-excited salesman, happens to be my personal favourite of all the characters from the original game because he emerges as a near perfect interpretation of all those annoying salesmen who just don't give up.

Can you manage to haggle enough this time around to get that all-important coffin you'll need? Remember all those useless extras he suggested for the ship in the original game?

The island of Scabb is a fairly

large place where you can do almost anything. Such examples include rowing while sat in a coffin and digging up graves without anyone batting an eyelid, (there aren't any police, you see).

Your first meeting with LeGrande will result in you becoming poverty stricken without a penny to your name. Now you'll have to set about getting some money, which means a good honest day's grafting.

As before, the game is split into parts, each a mini game in its own right and as you progress through the game you'll have to perform various silly tasks. Each also makes up a vital section of the



story-line with loads of complicated and extremely funny puzzles for you to try and solve.

These include the decidedly gross such as taking part in a pirate spitting contest.

This requires you to gurgle and swish the saliva around the insides of your mouth before choosing the correct sound to make when letting it fly.

HOORAY FOR LUCASFILM

This time the kind people at Lucasfilm have given two versions of the game. A normal one for people who are experienced in this type of game, like my good self, and an easy game for beginners to adventures.

However, the back of the box says, and I quote: "Optional easy mode for beginners and magazine reviewers." The cheek!

After the success of the original this is bound to do well in the sales coming up after Christmas. Does this mean that Lucasfilm will decide to splash out on a third game?

Let's hope so, but only time will tell! Anyway, I'm off for another side-splitting afternoon!

**RATED
GAME OF THE WEEK**

MONKEY LECHUCK

FACT FILE

Software House: Lucasfilm
Designer: Ron Gilbert



Wow! I never thought it would be possible, Monkey Island 2 has surpassed the quality of the original! I had a feeling that it would equal the greatness, but never beat it.

I wanted to play this game so much that I had to beg and crawl to be allowed to review it!

Graphically it is slightly better than the original, which is no bad thing because the graphics on that were absolutely superb.

The animation of all the sprites are great and have a real lightweight edge to them, thereby making it a joy to watch, never mind play.

During the game a tune plays constantly in the background which creates a tremendous atmosphere.

When you enter the graveyard it slows down to a morbid crawl to set the scene of death in the air, but even then the humour will never let up as you read some of the gravestones.

This is every bit as playable as the original and shouldn't be missed by anyone who enjoyed the first. Lucasfilm has done it again; Le Chuck's Revenge is the best adventure game I've played anywhere in the gaming world. Game of the Year, 1992!

£34.99 OUT NOW



While not being quite as visually impressive as the PC version the Amiga 32 colour version looks very good indeed. The sound is up to the standard of the first game, as is the gameplay.

However, be warned. If you are prone to spells of prolonged laughter then you may have to watch out to avoid rib ache when playing this game because some of the jokes are absolutely hilarious.

Don't breath or buy another adventure game until you have a copy of this in your software collection.

ETA OUT EARLY '92

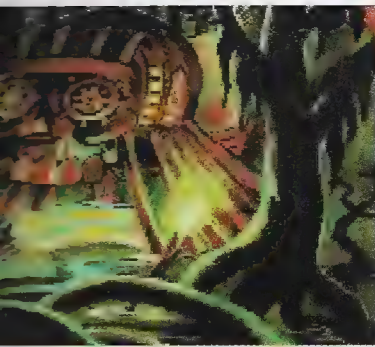


The ST version will be identical to the Amiga apart from sound. This means that it is still a truly exceptional product well worth forking out the cash for. Fans of the original shouldn't be without this game 'cause it is absolutely amazing!

ETA OUT EARLY '92

X-RATING: XXXXX

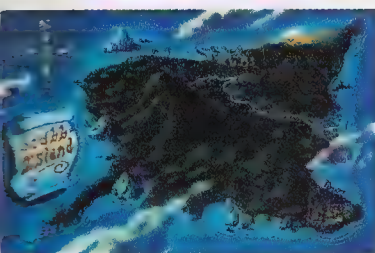
Gameplay: 19/20
Lastability: 19/20
Presentation: 19/20



(Left) To get across the swamp Guybrush will have to take a deep breath and sit inside a coffin. Grabbing a large stick he can then row across the water



...is a cunning but a two-bit crook. He won't let you cross the bridge without paying and you'll need to pay or... takes on your best... the... ..



...movement around the island is performed... .. by clicking where you want to go on the map

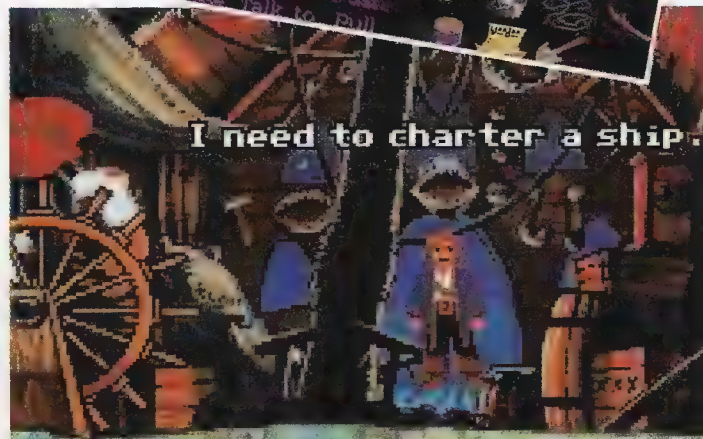


The fabulous three pirates with an urge to... .. a circus have followed you to Scabb Island, but they have terrafirmaphobia"

The graveyard is filled with tombstones supplied by the ever happy Stan, whose now owns 'Stan's Previously Owned Coffins'



I need to charter a ship.



Captain Dread, so called because of his lovely locks, is the only person on the island from whom you can charter a ship. Sadly he has lost his navigation tool...

MONKEY ISLAND 2

LE CHUCK'S REVENGE



FACT FILE

Software Houses: Electronic Zoo
Development Team: Eclipse Design



Cardiaxx is a really, really fast shoot'em-up, and I ain't kidding. The scrolling, even at the highest speed, is smooth and slick, although everything does slow down if there are too many explosions happening on screen.

Graphics too are very well drawn and emit a very atmospheric and futuristic feel. The metals look like metal and all the various space craft and rocks are well animated.

Perhaps the only problem with the presentation is the rather annoying score in the centre of the screen which can thankfully be turned off.

During the game and on the title screen the tunes are excellent and really up-beat, although I'm not too sure about the 'Mammoth Rock Soundtrack' promised on the box! Sure there are guitars and stuff, but Metallica it certainly is not!

This game is really playable; the controls are easy to get to grips with and progress through the game is slow but sure.

The difficulty could have been set slightly lower since it can become just a little infuriating, although not so much that the computer may end up going through the window.

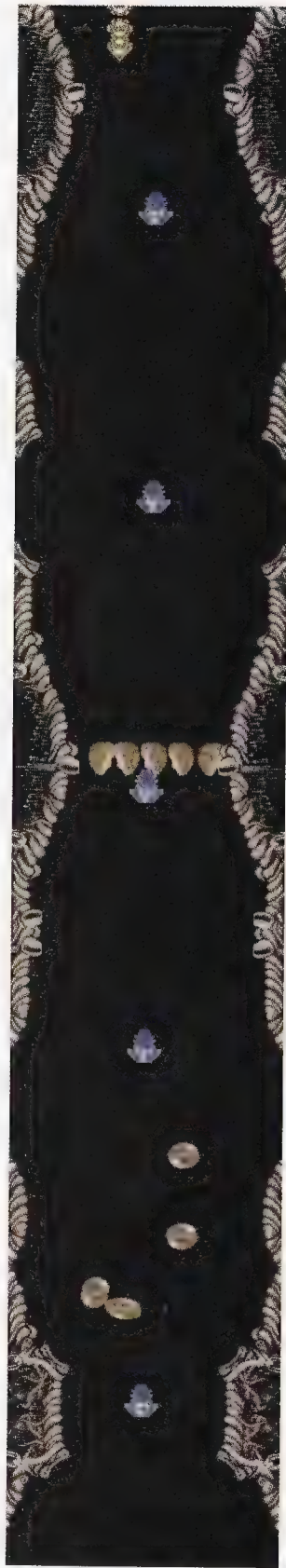
Fans of shoot'em-ups will undoubtedly enjoy it and if you like your blasters hard then all the better. My only real gripe is that younger players may find the going very tough indeed.

This is definitely worth checking out, for the speed of the scrolling, if nothing else.

£25.99 OUT NOW

X-RATING: XXXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 15/20

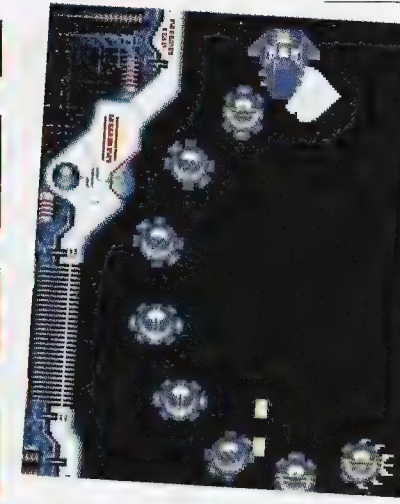


Level two looks unbelievably similar to the scenery found in the film Aliens. Loads of disgusting beasts to be killed here and the level is basically the same as the first, but harder!

CARDIAXX



There's nothing like a good shoot'em-up. Electronic Zoo's latest is a two-way horizontally scrolling blaster in the mould of the now 8-bit classic, Uridium, from Hewson.



This large swirly snake of an alien can only be killed in one way - blast the head



Just in case there are some short sighted games players the programmers have kindly given you a chance to view the score from behind the action, lovely

You are the only pilot in the galaxy capable of preventing the Cardiaxx empire from launching its Cardiac ray onto Earth.

So, off you trot on your merry way in the vast cosmos to engage in battle with these strange, alien races.

To start with, your craft is armed with a single bullet repeater gun and during the course of the game this will be upgraded to an awesome three-way stream.

Be warned though, you'll have to progress through many stages of weaponry before reaching this point.

There is no waiting around in this game. Right from the word go the action is as fast as it is going to get. Alien waves repeatedly come at you in droves.

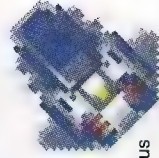
A warning arrow will show you from which direction they are coming and just in case you fail to see this a snippet of speech will also inform you of the fact.

LIFE IN THE FAST LANE

There are eight action-packed levels to fight your way through and each has its own specific appearance and attack waves for you to face.

There are basically two things that you'll have to watch during play: your energy bar and a time-limit.

If the latter expires then it is game over for you buddy, whereas if you are unfortunate to run into too many aliens and your energy dwindles away, then you lose one of your three lives.



The going is decidedly tough with all eight levels taking an enormous amount of dedication to beat, all due to the extremely strict time-limit and also the frustrating impatience which causes you to die rather quickly.

extremely simple: Up and Down work as you'd expect, as do Left and Right and Fire.

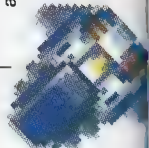
ending up dead before having progressed very far at all. The joystick controls are



At certain stages you'll have to destroy large, well-armoured beasts. These take a great number of hits to kill



Balls move across the area, hugging the terrain. Shoot them a few times and they'll leap out towards your space ship



SUPERHEROES

FOUR MEGA-HEROES IN ONE PACK!



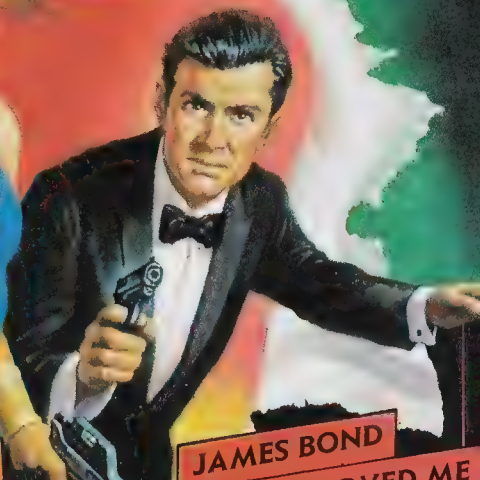
LAST NINJA 2



INDIANA JONES & THE LAST CRUSADE



STRIDER II



JAMES BOND THE SPY WHO LOVED ME



■ Transported across the abyss of time to modern day Manhattan, you confront your arch-enemy Shogun Kunitoki once more – use all your intelligence, cunning and Ninja skills to vanquish this evil man.



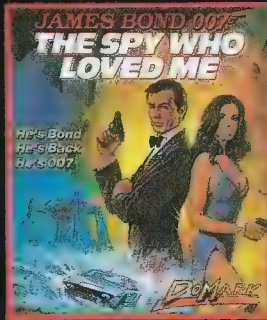
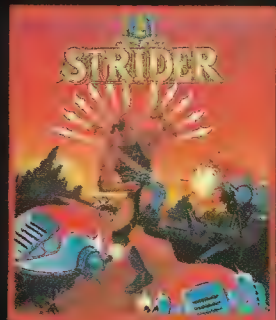
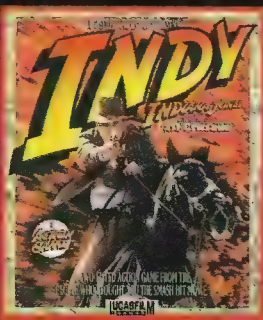
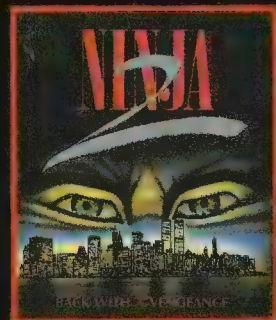
■ Play out Indy's greatest moments of danger and triumph in this blockbusting game. Fight off the enemy, dodge hazards and search for valuable objects in your quest for the world's most precious treasure – The Holy Grail.



■ Strider's armed to the teeth and back with a vengeance. His task – to rescue an important world leader kidnapped by aliens. If his legendary aerobic ability and swordsmanship are not enough to get you through level after level of action, a blast from his devastating high-velocity gyro laser gun may just do the trick.



■ James Bond stars in a classic action-packed race against time to save the world from the crazed and power mad Karl Stromberg. With one-to-one arcade style shoot-outs, multi-level action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.



DOMARK

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FACT FILE

Software House: Infogrammes
Development Team: INOS



As tennis games go you aren't likely to come across a better one on the PC. The gameplay is so accurate, you'll swear blind that a decision has been given against you, even if the position in which the ball landed is shown.

The graphics are fairly simple, but the animation is among the smoothest and fastest seen on a PC. Nice touches, such as stamping on the racquet, or twirling it in the air add to the realism.

Gameplay makes this a cut above the rest. Initially, it seems impossible, but in no time at all you'll be challenging the Lendies of this world.

Of course you'll need a working joystick to appreciate the game. Otherwise, you'll be finger-tied on the keyboard, and the game just doesn't work to the same degree.

£29.99 OUT NOW



The ST version is so incredibly playable that it had to be wrestled from the grasping clutches of the ST Action team. Full sampled speech and smooth animation mark this version, which makes it instantly appealing.

£25.99 OUT NOW



The Amiga version fits the bill of the others with fast action, smooth animation, excellent touches and solid sampled sounds. Buy this, dream of those hot summer days with strawberries and cream, and ignore the carol singers.

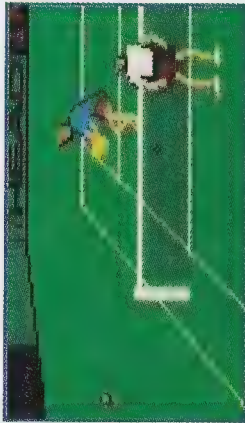
£25.99 OUT NOW

X-RATING: XXXX

Gameplay: 16/20
Lastability: 15/20
Presentation: 13/20

TEMPER! TEMPER!

So is breaking it on your knee. It's light entertainment, and the crowd loves it



Stamping on the racquet is quite popular with the short fused

NAME: LEGENDOU
RANKING: 3

Age: 22
ATTACKER

SUITABLE PHYSIQUE: 95.55

FACULTY: STRIKE: 100
DEFENSE: 100
SMASH: 100
BACKHAND SMASH: 100

EXIT

Check up on your opponents' vital statistics in their press book. Here you can see what type of player they are, defensive or aggressive (Inset) Spectacular forehand smash to obliterate my opponent coming up

ADVANTAGE TENNIS

Enjoy the shrieks, the thrusts and the excessive grunts of competitive tennis with this marvellous sport sim. Add a touch of gallic charm from Infogrammes, and you're looking at a forehand smash!



Tennis is a strange game. Two people whack a ball to each other across a rectangle of flat grass or clay, bellowing obscenities, while some guy on a ladder shouts the scores.

Tennis games pop up in various guises from time to time. They tend to vary from the naff to the slightly naff, although there is the occasional exception, such as the Famicom Tennis, which must rate as one of my all-time greats.

Infogrammes Tennis is a particularly bizarre mixture of the best and worst elements; the worst being the filled-in wireframe looking graphics. However, even these are made to appear rather excellent in this rather nifty looking game.

YOU CANNOT BE SERIOUS!

The animation, even on the PC, is a joy. Supremely smooth, with humorous and clever touches such as dives and rolls, even dropping and stamping on the racquet in sheer frustration.

This works to a degree, but the lack of facial expressions spoils the effect. As Dan Maskell would say, "it's Mr Anonymous serving to Mr Anonymous, it's anyone's game."

Of course, you do design your own star server, starting off as seed number 100. Your aim is to rise up

through the echelons, winning as many competitions as possible, and raking in the cash.

You can choose to go for any old tournament, but this risks losing valuable performance points. A safer bet, in the long run, is to play exhibition matches.

Here you may skin the punters and lose against vastly better competitors with a smile on your face and a cheery wave from your bank manager in the stand.

WAGGLE YOUR LEGS AND RETURN TO SENDER

With a massive range of competitions you can skim such yawms as the Brussels Open and head for Queens and Wimbledon.

Each competition does have a certain amount of prize money, and even if you do lose in the preliminaries, you'll be able to afford first-class travel home.

TENNIS, ANYONE?



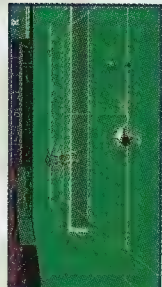
Nicky, such a handsome player, goes in for a serve. Just look at that motion...



the slime bucket returns it, and I thought I'd aced him



He thinks it's all over, but my stupendous dive saves the day



Schucksi A failed return. There's always a next time I suppose



Control is essentially by means of a joystick. You can use the keys, but you'll be hitting them for the wrong reasons when you fluff a golden return.

Simply head in the direction of the ball and "Thwack!" You are allowed two special returns: either a dive, a hit between the legs, as well as the spectacular backhand or forehand smash.

The ability of your fresh faced young Becker can be adjusted, but aim to be an all-rounder rather than putting all your skills into one area. You'll need to be at your best to succeed in any tournament.

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F-16
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Welltris



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X-RATING: XXXX

The higher the rating the better the game

JOHN Davison, the resident woman beater, has pleaded guilty to everything. He claimed that slapping his girlfriend was an act of self-defence, since at the time he was being molested by a four foot inflatable Hulk Hogan!



JANE "Oh what!" Gollner, our brand new J-reg artist has recently tested positive for Bovine Spongiform Encephalopathy! We don't mind this though, because she also has the most comfy chair in the office - but not for long...



Alex "What a nice chap" Simmons is a wonderful human being. If you're an old lady he'll help you across the road. He'll donate half his salary to charity. He loves everyone and everything and would like to wish you all a merry Xmas.



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

PC
IBM PC

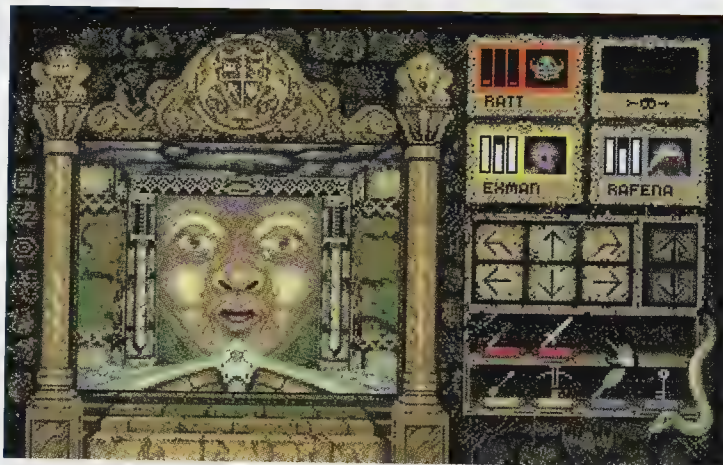
Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.

KNIGHTMARE



Welcome brave warrior. The time has come for you to demonstrate your innermost courage as you enter the world of Nightmare, and come face to face with the sinister Lord Fear and his evil right-hand man, the FrightKnight.



Behind each door lies a new adventure, and more often than not a tougher enemy. What is hidden behind this sad face?

Broadcast on Friday afternoons, Knightmare is the popular children's TV programme in which a lone adventurer is sent into an imaginary dungeon to be guided past a series of obstacles and monsters by three fellow team members.

The adventurer himself is handicapped by losing his sight - a huge helmet with an opaque visor being placed on his head.

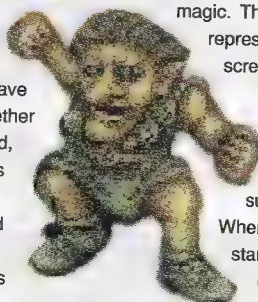
Mindscape's adaptation of the TV graphical adventure uses the Captive adventuring system which made the game of the same name the best adventure product of last year.

Using a highly sophisticated point and click icon system you can explore the vast maze complex quickly and easily. The mouse operates movement and combat and the numeric keypad can control walking, thus making the whole system faster to use.

AND THEN THERE WERE FOUR

You control a team of four characters, all of which combine differing races and professions. You even have the option to choose whether they are left or right-handed, (no ambidextrous characters in this game).

If you prefer you could equally attempt the quest with less than four warriors



although it is strongly advisable that beginners use their full quota.

The layout of the screen makes the game very simple to play. The icons for movement and combat are placed on the right of the screen along with the four character sheets.

On the left is the main view window where most of the action occurs, and to the left of that are icons for saving the game and changing the preferences.

Clicking on the character icons with the left mouse button reveals the statistics and inventory of that warrior.

There are 14 spaces in your backpack to place equipment, plus a location for both hands and various segments of the body which can be protected by wearing armour.

Each player possesses three characteristics: health, stamina and magic. There is also an energy bar represented by the central screen figure.

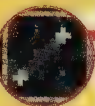
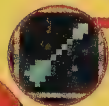
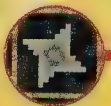
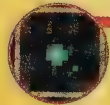
Every time the character loses energy by not resting and going for long periods without sustenance, the bar will fall. When it reaches zero your stamina will drop until you eventually wither away.

Sleep: Clicking here allows your team to regenerate energy by sleeping. Don't forget to ensure you have enough food, otherwise your players may not awaken!

1



Backpack: Each character has a rucksack which can hold up to 14 objects, making a party total of 56 items. Extra goodies can be worn or held



Stats: The characters are determined by three statistics which illustrate efficient they are

If a team member should kick the bucket a heart will be left behind. Picking this up will allow you to restore the character as a sprig of life or death.

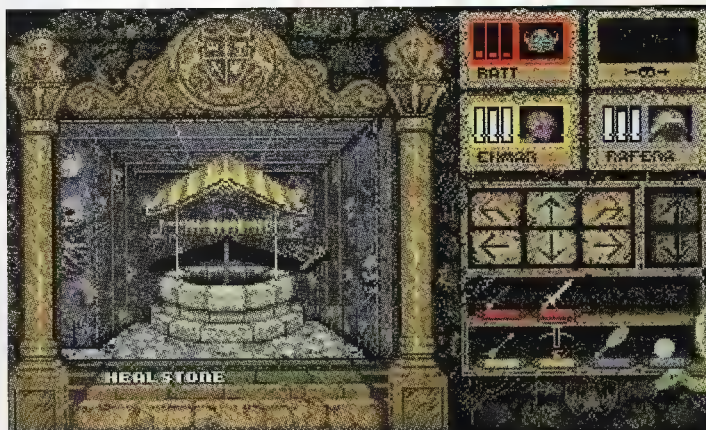
At the end of your trek you will be rewarded with a single object: either the Shield of Justice, Sword of Freedom, or Cup of Life. Upon completing the initial three tasks the ultimate trophy - the Crown of Glory will be yours.

A SPOT OF KNIGHTIE-TOUGHNESS

On to the most important aspect of Knightmare - combat! Fail to defend yourself in this hostile environment and your party will not survive long.

It is therefore vital to learn to use the

RE



New levels can be found by climbing up and down ladders. If there's no obvious means of dropping down, try something out of the ordinary...

FACT FILE

Software House: Mindscape
Programmer: Tony Crowther
Graphic Artists: Jan Thwaites, Steve Lenev, Tony Crowther and Steve Thompson
Music: Richard Joseph and Tony Crowther

Amiga Personally I don't consider *Knightmare* to be as good as the previous Tony Crowther adventure game, *Captive*, but having said that *Captive* is a truly outstanding game, difficult to surpass.

Knightmare is nonetheless a first-class product which rates high among the graphic adventure genre, comparable to the likes of *Dungeon Master* and *Chaos Strikes Back*.

Unlike *Captive*, *Knightmare* is set in a world where wizards and warriors rule. Although there are no huge robots stomping around and you won't be nuked by a laser gun, you could possibly be hacked in half by a sword!

The game is just as simple to play as the original and you can execute both movement and combat quickly and easily without paging through lists of menus.

I did, however, find the manual a little unhelpful since inexperienced adventurers will undoubtedly get stuck at the very beginning of the game. Only through patience, trial and error will they manage to progress.

Knightmare is instantly appealing, although it is advisable to study the manual beforehand because vital hints are found within.

Visually it is very drab, but this adds atmosphere and, combined with the screeching sound effects and superb monsters, (of which there are many different species to encounter), *Knightmare* manages to portray a very 'real' world.

As an outstanding follow-up to *Captive* this emerges as a superlative beginner's adventure.

Some may find it hard or possibly tedious to begin with, but persevere and it will reveal itself to be a tremendously exciting and challenging graphic adventure from Mindscape.

£30.99 OUT NOW

Atari ST Equally brilliant. A superb sequel to probably the best adventure game of 1990. What more can I say apart from advising adventure freaks to get ready to part with your hard earned cash now!

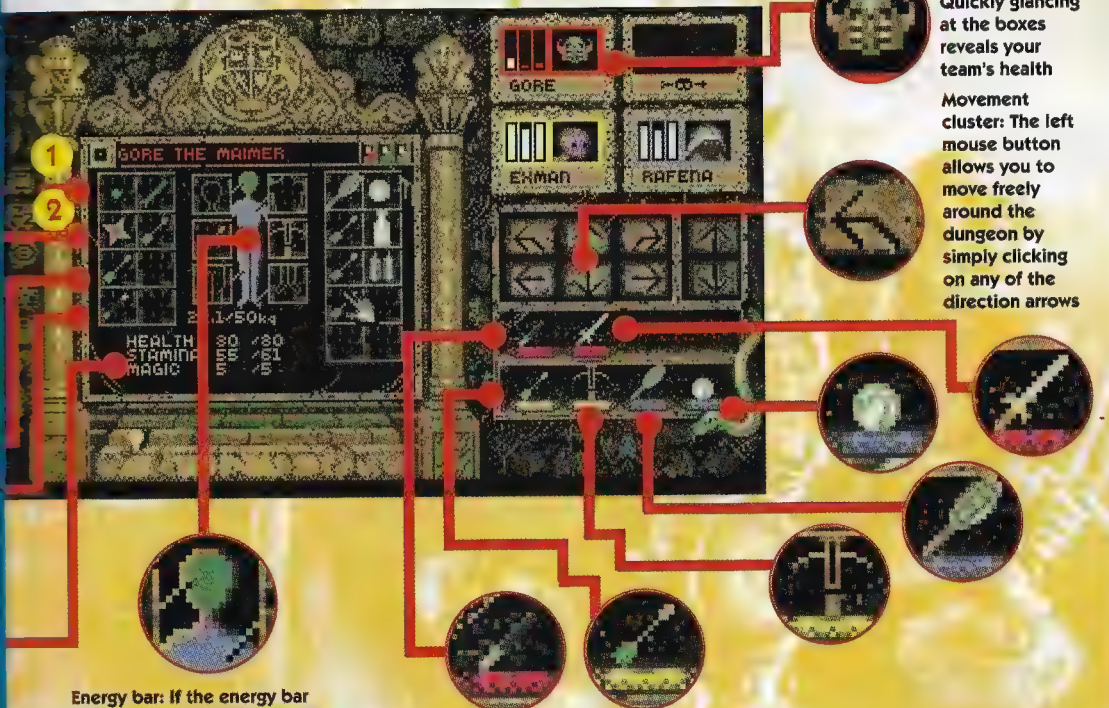
£30.99 OUT NOW

X-RATING: XXXXX

Gameplay: 17/20
Lastability: 18/20
Presentation: 17/20

IT'S A GODDAMN KNIGHTMARE

Disk access: Clicking on here allows you to restore or save a game from disk. Each floppy can store up to eight games



Team icons: Quickly glancing at the boxes reveals your team's health

Movement cluster: The left mouse button allows you to move freely around the dungeon by simply clicking on any of the direction arrows

Energy bar: If the energy bar is green, that member is well and ready for action. Traces of red indicate a wound, tiredness, or hunger

Hand icons: Clicking on one of these with the right-hand mouse button will reveal a weapon menu. A further right button click will perform the desired attack

few weapons you have quickly and efficiently. To start with you'll have to rely on your fists, but daggers and penknives soon become readily available for the keen eyed adventurer.

Having placed them in a character's hand, clicking the right mouse button on the weapon will unveil a list of the various attacks available. A knife can be thrown as well as used to stab with.

A further click with the right button makes the attack. Melée weapons are common, although scattered around are peashooters, blowpipes and balls to lob at the enemy. Using the peashooter on Lord Fear will be futile and he'll counter-attack with a vengeance! Beware!



The guard is always willing to give puzzled adventurers the good clue or two providing one of the hint mirrors is nearby. Simple click the left-hand mouse button on his portrait

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FACT FILE

Software House: Image Works
 Programmer: Pete Barron
 Graphic Artist: Bob Stevenson



This may not be everyone's cup of tea. In my case, it had a strange taste, but it gradually grew on me.

Graphics are impressive, although a smidgen too small in places, but the backdrops are resplendent when you complete a level. Sonically, it's a cosy jingle jangle, but you probably wouldn't miss it with the volume down.

Gameplay is an altogether different matter. Control is awkward at the best of times and is made even harder with the bizarre gravity and wicked monsters.

Not since Lemmings have I enjoyed a game yet hated to admit it. So if your going bald, superglue your hair in place.

A strange game, hair-pulling is only one of the frustration factors, late nights and lazy days will follow.

£25.99 OUT NOW



Still the agonizingly addictive gameplay of the Amiga version. Lacking in certain quarters, namely in the graphics and sonics. However, in a game of this type it makes remarkably little difference. It's still a teeth-clencher.

£25.99 OUT NOW



Without any quaint graphics and chilling sounds, it doesn't detract from the evil gameplay of Devious Designs. The countries may not be as recognisable, but that was just a visual bonus in the first place. Well worth a gander.

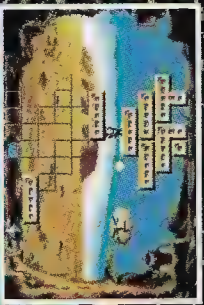
£TBA OUT 1992

X-RATING: XXXX

Gameplay: 12/20
Lastability: 17/20
Presentation: 14/20



Have under the top layer of soil even more copy blocks covered, and graves will be easy picks on you.



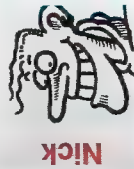
...and that's not all. No, not that much, he's

DEVIOUS DESIGNS

Doctor Devious has discovered the beauty of modernist art and decides to convert the world to cubism. Can you stop him? Or will you become another blockhead?



Restore the hamburgers to their full glory in Hollywood. It's bright and colourful, but probably best to leave it as a cubist abstract



NICK

1. Restore the hamburgers to their full glory in Hollywood. It's bright and colourful, but probably best to leave it as a cubist abstract
2. ...and that's not all. No, not that much, he's
3. Have under the top layer of soil even more copy blocks covered, and graves will be easy picks on you.
4. ...and that's not all. No, not that much, he's

Early in the game, you are presented with the easy options to get to grips with the game.

These seem tough initially, but once you've been through about 20 levels you'll be wondering what all the fuss was about, however it is an essential addition to get deeply involved in the game.

If solving the puzzles and dealing with the disorientating effect wasn't enough, you also have to complete the levels against a backdrop of limited time and certain attacking nasties.

The nasties will throw things at you in the form of tornadoes, bombs or firepower. These can be blasted away, but you could be risking one of your precious lives.

Thankfully, you are provided with useful codes to return to your level, and return you will, you can't help yourself.

The changing faces of our hero

- 1 One minute JJ's a normal, everyday kinda guy
- 2 The next he's the leaping hero
- 3 Then as you play the game, he's as cubified as the items he's changing. Weird! Or what!

JJ, the dashing young agent, overcomes this trend by moving the cubist blocks into their previous positions in order to restore the classic creations. This is where it starts getting tricky.

BLOCKBURGERS

The idea is to move the blocks back into the original shape of the item. Easy! Well, no. In fact it's incredibly difficult, especially as you get further into the game.

JJ can pick up the squares, throw and drop them, and pull them along. This is easy enough, but mean Doctor Devious has also created a warped gravity on four different planes.

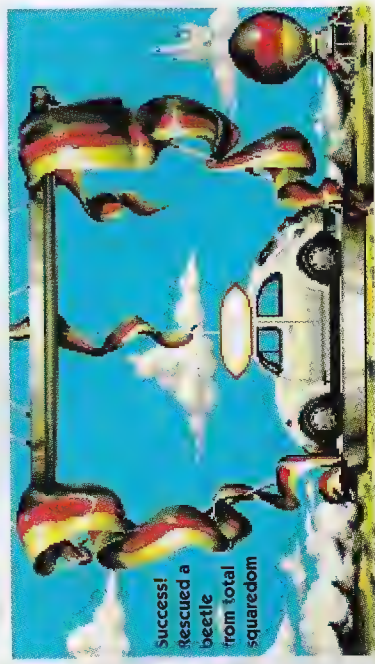
One minute you could be falling sideways, the next second up and it really cocks up your carefully prepared moves.

The blocks will move in the correct direction, but alas, you won't.

Fortunately, this magazine prohibits the printing of the flowery language I uttered when Devious landed on my desk.

They're out to get me, I muttered, as I booted it up. However, the hours ticked right on by, and the game actually caught my attention like Lemmings did.

Doctor Devious, the world's most psychotic mad professor, stunned by an abstract by Dali.



Success! Rescued a beetle from total squaredom

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FACT FILE

Software House: Anco
 Programmer: Steve Screech
 Graphic Artists: Tony Smith, Brian Van De Peer
 Music/FX: Tobias Van De Peer

Graphically, **Tip Off** is slightly more detailed than **Kick Off** but the sprites are small and very well animated.

Some of the things the players do are fairly amusing to watch and bring a smile to your face.

The different courts are also well drawn although they do look slightly bland, but at least there are plenty to choose from.

Soundwise this is above average thanks to some clear speech on the title screen and realistic spot effects during the game, although the tune could have been more interesting than it is.

Sadly this takes a long time to get used to. The controls can be a real pain to get to grips with and unfortunately this will put off a lot of people.

If you are a fan of basketball then this is the best interpretation you can find on the Amiga, but if you are just going to get it because it is like **Kick Off**, try it before you buy it.

£25.99 Out Now

There will not be any difference between this and Atari ST the Amiga except for the sound. The speech may remain but it won't be as clear and the effects will be of a slightly lower quality.

Gameplaywise this is identical and therefore the same comments applies here as for the Amiga.

£25.99 Out Now

X-RATING: XXXX

Gameplay: 13/20
Lastability: 13/20
Presentation: 12/20

"A simulation that is great fun to play."

Hmmm. How many times have we heard that before? Maybe Anco's attempt at bringing basketball to our screens will be successful. After all, they did make the footy classic Kick Off 2...



Steve Screech is the man behind those ever-so-simple but effective graphics in **Kick Off 2**. He has now turned his hand to programming and **Tip Off** is the first result.

Taking the familiar view from above the court this is a sports game for one to 16 players. Four friends

TIP OFF

can play in one match together and 16 can participate in a friendly league competition.

A GOOD DRIBBLER

The rules behind Basketball are fairly simple. Run to a specified end of the court and try to lob the ball through a hoop high above your head.

Players cannot just run along the court, they must continually bounce, 'dribble', the ball as they go.

Should they take more than two steps without a bounce then that counts as 'travelling' and the ball is awarded to the opposite team.

The game is controlled using the joystick, there are loads of special moves that can be performed with different stick direction and fire button combinations, but it will take a lot of practice to master them thoroughly. There are loads of options



Going into practice mode gives you the chance to perfect your dunking technique. It can also allow you to learn to play as a team and have no arguments on the court.

Down the Park or In the Stadium?



Ah, now that's more like it. We're inside now. But the crowd capacity isn't much for a club team.



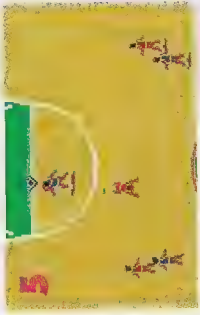
Youth teams play their matches out on the concrete, if they fall they'll get a grazed knee and go home saying to mummy

where you can set your tactics, make substitutions and check out the statistics for the various members of your team.

You can also substitute a player during the game or take a time out simply by pressing one of the function keys.

Should you happen to score a particularly amazing basket or perform a sharp passing sequence, then pressing 'R' on the keyboard will give you an instant replay of what just happened.

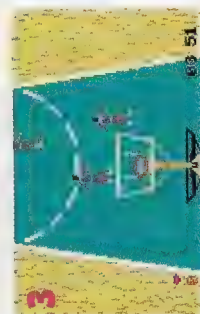
Replays can be viewed at three speeds; slow, fast or normal, the choice is yours...



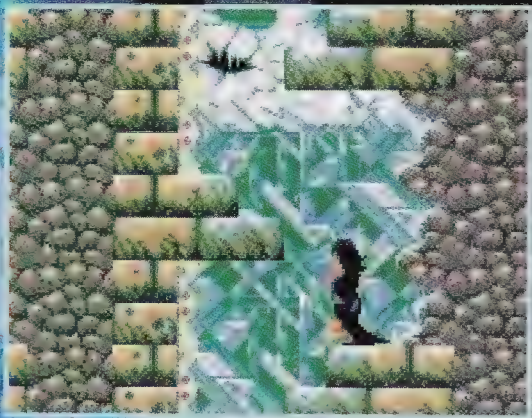
International courts are the poshest of the posh. The stadiums themselves are usually a lot larger than just the court!



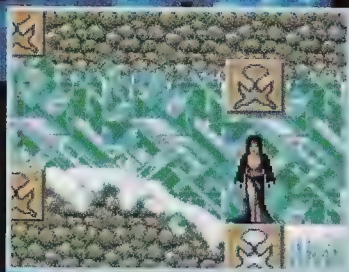
A lovely varnished floor is the order of the day by the time you reach a national team, but by then you're past caring



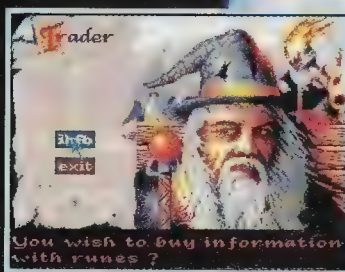
County teams have fairly posh surroundings although the colour coordination on the court leaves a lot to be desired



Go down within the ice world as you search for treasure by any means available!



Falls can be a major problem and one can be quite hazardous!



The trader is a lovely chap who will be quite ready to trade both spells and information – at a price!



Loads of creatures must be shot at while you whip weapon after weapon out from inside your dress

ELVIRA THE ADVENTURE IN THE GHERKIN

King Gustav is the owner of a rather pleasant medieval detached establishment situated in the fashionable area of Transylvania which had been passed down from generation to generation.

Unfortunately though, the last owner, a Lady Plain Jane was a tad frigid in the old night-time frolicking department and as a result had no kiddies whatsoever and refused to marry. Once she died there were no heirs to the estate and the castle belonged to no one.

Gustav claims that if Elvira can display her assets (she seems to most of the time) as well as a good deal of stamina, and she promises to pass the castle down to her kiddies in the future – he will let her keep the huge mansion and the treasures within for as long as she lives.

In order to claim it though, she must battle through numerous mystical worlds over which he has a certain degree of control.

To begin her quest she must enter one world by gently fondling one of two pulsating orbs which have a strange teleportation power.

ELVIRA – GODDESS?

Having entered the first world Elvira finds herself in a multi-directional, parallax scrolling arcade adventure/platforms game!

As she begins to wiggle and bounce her way through the mysterious and hostile environment she comes across a plethora of big



John

Elvira, the buxom beauty of the night returns to the computer screen. Having withstood the perils of the first adventure she embarks on a noble quest, set out by King Gustav of Transylvania...

nasties intent on having their wicked way with her.

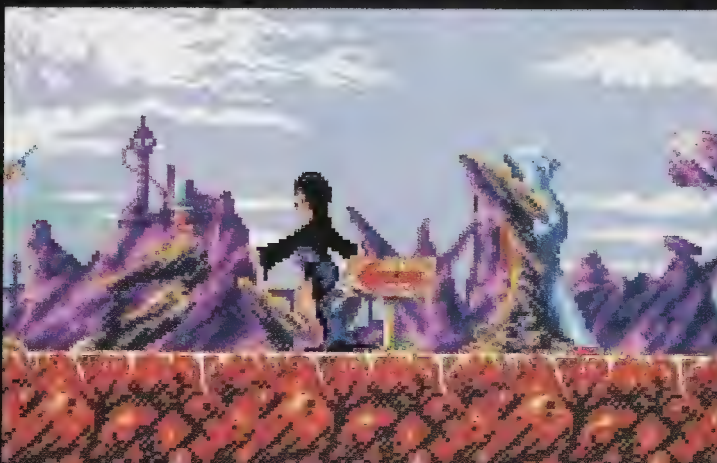
Producing a particularly large weapon (that she was previously unaware of) from beneath her skimpy, low-cut dress, she pumps the greebo full of magical and mythical energy.

Walking on further she discovers that by picking up strange flashy icons she has the ability to change her weapon from a dagger-like blast

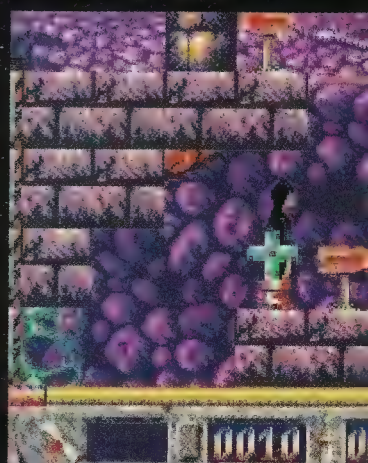
to a weird and wacky frisbee-type spinning affair.

She also finds that if she stands next to a cross she gets an unusual rush of energy, not unlike being struck by a bolt of lightning.

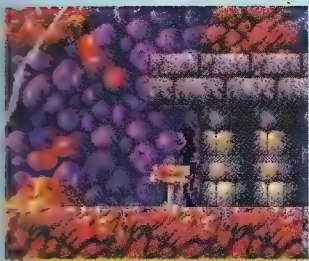
With the confidence installed by this knowledge of potential violence the tall and well-endowed one thrusts herself, assets first, into the quagmire of alien brutality that lies ahead.



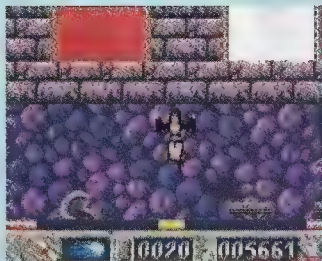
Crouching down the buxom one collects a dagger from the ground as a big priest-type rears up behind her



Standing on crosses give you a real rush. Fwoot!



When things get really desperate you can cast a big spelly thing that kills everything. A sort of 'Mace' (tm) on biblical proportions



For those of you who are a little bit curious... yes you can see them when she turns round

WEAPONS GALORE FROM THE DEPTHS OF HER UNDERWEAR



ELVIRA: RATED ARCADE GAME



The three different levels are all very large and are filled with puzzly bits which must be overcome by using either the spells or the different sorts of weapon as you try to work your way through the sizeable map for each section.

The screens are all a colourful splash of lovely backdrops, stinky smooth parallax scrolling and smoothly animated sprites.

The whole appearance comes across as being something of a top-notch and very enjoyable game which more than matches the quality of the adventure game that was released earlier in the year.



FACT FILE

Software House: Flair
Development Team: In House



Graphically this is a very classy looking product, from the digitized animated intro sequence to the multi-level parallax scrolling backgrounds throughout.

Sound is superb and the gameplay is about as good as you're going to get from a platform game.

Control of the buxom wench is not unlike control of the warrior in Gods and as a result fans of the Bitmap classic will feel well at home with this.

Overall it's certainly a superb product that will appeal to any platform/arcade adventure fans who are in search of a game with a character that's pleasant to identify with.

The representation of Elvira is very realistic and she is proportioned in just about the right way! A very good game that is hard to fault in any respect. People who don't like the woman won't like it... but who cares?

£25.99 OUT NOW



Flair has promised that ALL formats of this game will have the multi-level parallax scrolling as well as the super-duper colourful graphics.

Therefore if its claims are true the ST version should well be worth getting your hands on! If the sound is of the same quality as the graphics this could well become a classic ST title!

£25.99 OUT NOW



Flair reckons that this is one of the first quality arcade products to be written with the PC in mind and as a result it has produced a very smart looking product which utilizes the amazing abilities of the VGA board to the fullest. Coupled with this you can expect some superb sound... you've got the fancy boards.

Certainly something worth checking out - especially if the scrolling is as good as it is said to be.

£29.99 OUT JANUARY



The C64 version certainly looks pretty good and I'm sure that it'll go down as well as the adventure game version did on this format... superb! Great presentation and possibly more playable than the 16-bit version!

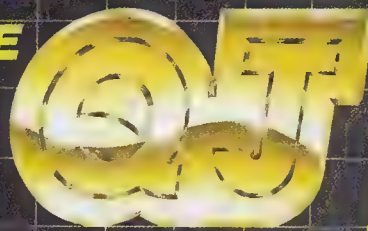
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X-RATING: XXXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 18/20

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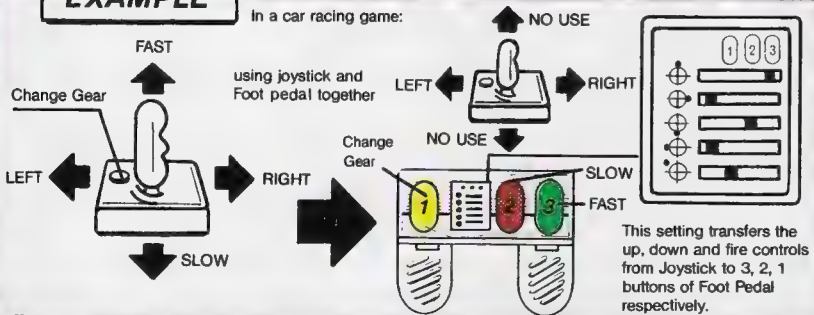
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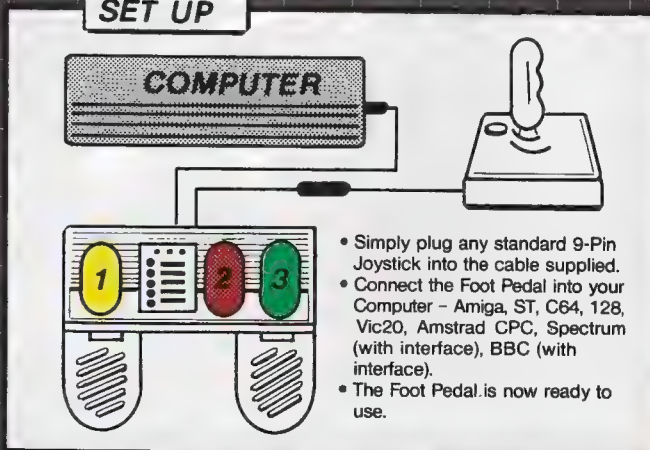
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EXAMPLE

In a car racing game:



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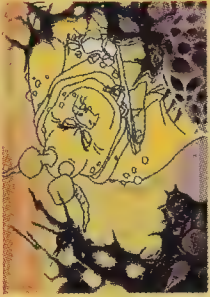
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SPACE ACE 2: BORF'S REVENGE

PULSATING PUS-FILLED PROTAGONIST



Lunging forwards, the yellow, blobby creature tries to crush our poor hero



The disgusting creature plunges groundwards in its final gasp for life



Our hero encounters the disgusting creature with its multiple heads

As the fate of the universe hangs in the balance, Borf's evil servants, the Goons, have returned their master to his original size with the incredible infant ray and now he wants revenge on his enemies!

You, as the hunky chunky-chops super hero, must destroy the dreaded infant ray before Borf turns its weird and wonderful powers onto the entire population of Earth!

If he succeeds mankind will regress to an infantile state. Only you can defeat the evil Commander Borf and his henchmen in this ultimate battle for the universe!

THE ULTIMATE HERO

Well, well, well! Another 'fate of the universe is in your hands' game, eh? This Commander Borf guy is a big, ugly chappie isn't he? Wouldn't want to meet him in a darkened alley-way would you?

Those of you familiar with the Don Bluth Series of games will need no introduction to the style of play employed here.

Unlike any sensible game you do not directly control all our hero's actions, rather you control his reactions to the events that happen around him.

What this actually means is that you hardly have to do anything with the joystick, and when you do it doesn't seem to bear a resemblance to what happens on screen!

According to the manual, timing

is the crucial factor; unfortunately what it neglects to divulge is that if you don't have decent reactions you'll have wasted £35 on something totally unplayable.

You begin the game with three lives and, thanks to the tremendous foresight of the programmers, this is nowhere near enough to even get past the first four or five scenes.

If you intend to complete the

game you'll have to use the save option every time you get somewhere new!

Control (ha ha ha) can be by one of two different mediums. You can choose to manipulate Ace with your joystick or, if you find this difficult, which you will, you may use the keyboard to initiate the actions, also nigh on impossible.

Those of you who have seen the



John Borf is back, along with Ace and

Kimberly in the sequel to Don Bluth's totally unplayable Space Ace arcade game. Once again the Earth is threatened and Ace has his hands full...

other games in this series will doubtless know that the graphics are of the very highest quality.

INTERACTIVE CARTOON

Like their arcade laser disc cousins, the home computer versions of the Don Bluth series are effectively interactive cartoons with awesome graphics and stunning animation.

There can be no doubt that they are ground breaking games visually, it just seems a shame, that the amazing presentation comes at the cost of gameplay.

FACT FILE

Software House: Readysoft
 Programmer: David Foster
 Graphic Artists: Tony Bozek, David Quenselle
 Music: Tony Bozek



Amiga It looks brilliant doesn't it? Come on admit it, you were drooling the first time you saw the graphics! I have to admit that the presentation is excellent and the animation is as smooth as a reasonable quality cartoon.

So what's the problem? Well, when I sit down with a game I expect to be able to actually play it. I just can't shake off this desire to have some kind of influence over whatever is happening on screen. Silly really.

Frustration is the name of the game after a few hours play and I'm sure that once the initial enthusiasm over the presentation dies down you'll realise that you can't actually get anywhere unless you've had the reactions of a hyper active pussy-cat on speed.

£34.99 OUT NOW



IBM PC The PC version is especially impressive in VGA on a fast PC and the animation will leave you gobsmacked! The game supports most of the major sound boards and like the Amiga version the overall impression given is something of extreme class. Unfortunately though this is just as much of a pig to play.

£39.99 OUT NOW



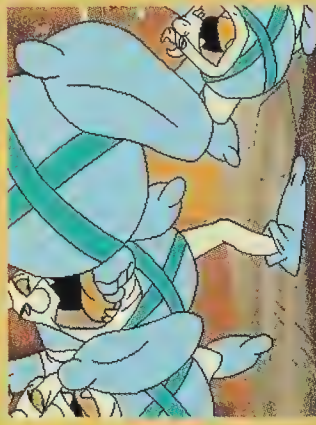
Atari ST The ST version is no different from the Amiga counterpart and even the digitized sound is of the same high quality.

£34.99 OUT NOW

X-RATING: XXX

Gameplay: 1/20
 Lastability: 2/20
 Presentation: 19/20

ECCLES AND BLUEBOTTLE ON THE RAMPAGE?



The Goons attack! When they run towards you, drawing your weapon is the only action



Blasting the cretins away only results in leaving a charred mess behind



They dash up the steps ready to mangle Space Ace into a pulsating blob

FACT FILE

Software House: UBI SOFT
 Programmer: Frederic Gaulbaire
 Development Team: In House



Celtic Legends is a strange breed of game which lends itself to the computer rather well. Taking aspects of board games and role-playing games, it is brought to life in full animated splendour.

Graphically, it varies from the excellent to the basic. The latter aspects come into play with the battle sequences, but I suppose they're done well enough.

Sound effects are incredibly atmospheric, from howling gales to mosquito infested swamps.

Gameplay is strangely addictive, although too hard in places and with awkward additions of further battalions which simply don't help.

Once you've got to grips with the game though, you'll have no real worries except for frequent frustration. A worthy purchase which should appeal to armchair strategists.

£30.99 OUT NOW



The ST version will be all but identical to the Amiga version without the same quality haunting sounds. The graphics are crisp and clear and the gameplay and character movement is fast.

£30.99 TBA



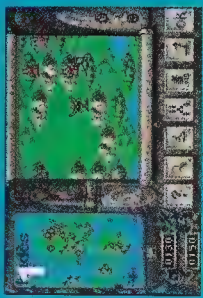
The PC version is the most stunning of the lot. Fast, fabulous graphics and absorbing sounds, (with a sound card). It promises to be a steal for PC owners.

£34.99 TBA

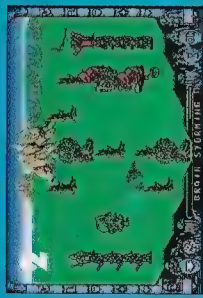
X-RATING: XXXX

Gameplay: 13/20
Lastability: 14/20
Presentation: 16/20

A HARD DAY'S BATTLE



Traveling through Heales you have your Wealaba and their go and confront the nastiest dragons there on the mountain.



You line up all the great and powerful formations, with the big guys slanging back in nervous anticipation.



The latest combatants and swings in your favour, your cycles are doing wonders.



If all goes heavily in your favour, you should have paid more attention to their magicians.



Useless to say, you'll have to the other battle party.

CELTIC LEGENDS



Step back in time to Celtic

myths and legends, to a landscape of strange islands and even stranger names, and to fight ugly lugs with magical force. Your idea of bliss....?



You start off with either a single party containing Eskel, or a whole series of legions. These are filled with your own minions for troops, varying from unangelic angels and smiling cyclops, to weeny magicians and soldiers.

Each creature on the battlefield has a number of special characteristics, enabling you can pit stronger creatures against the weaker ones.

Checking up on the variety is vital to witness the creatures' strength, dexterity, action and hit points. These really do work and are self explanatory.

MAGICAL MOMENTS

Magic is part of everyday life and is integral to the game proper. Both sides have a limited amount of magical energy to start with, but it increases with every turn.

The number and

variety depend on your sorcerer's magic level, and some of the spells you can cast at levels over nine are quite spectacular.

However, the game boils down to a battle between the two big guys, the rest is peripheral.

If you can get straight to him, transport some of your tougher minions into his position. He'll weaken and the moment he dies you celebrate and then move onto another choice of islands.

Movement is a simple mouse affair, easy to get to grips with although unresponsive in places.

With the two-player mode you can ignore the inadequacies of the computer and get down to some real fun. It loses some strategy but makes gigantic leaps in enjoyment.

Engrossing for a strategic board game-cum-RPG, it may seem excessively tough in places, but once you've succeeded on a particular island you'll forget your complaints and leap straight in.



Slaughter in the high street, Celvillie. Here the two big guys battle it out, well, not quite. They let their minions suffer first

The world is at peace. Ogres pay visits to the psychotherapist to discuss marital problems and dragons borrow cups of sugar from next door.

This cosy set of affairs is soon ruined by some sore head going by the name of Sogrom the Demog, (or Scarlett to his old school buddies).

Sogrom is a trifle peeved. For reasons best kept to himself he decides to raise a vast, evil army and take control of the Celtic islands.

It all boils down to the fact that the master popped his clogs and forgot to leave a will, leaving only

his two students, Sogrom and Eskel, with sufficient power.

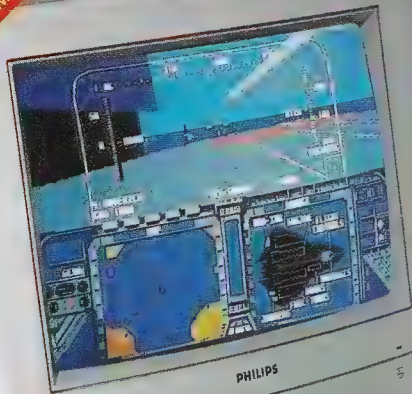
Eskel is into flower arranging and Sogrom into mutilation. Obviously, cooperation between the two simply wouldn't work.

You play the goodie Eskel, out to defeat the marauding hordes of Sogrom. This is the one and only aim of the game.

The landscape is split into the usual mountains, plains and marshes. These in turn are divided into hexagonal sectors which, although make movement easy, also make the game look rather simplistic.



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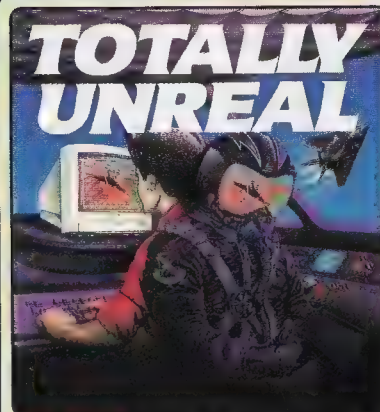
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CONSOLE CONNECTIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

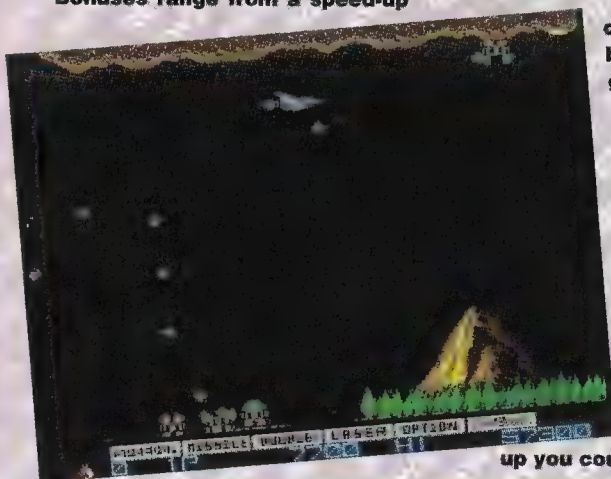
GAME: GRADIUS
MACHINE: PC ENGINE
PRICE: £38.00
SUPPLIER: CONSOLE CONCEPTS

Oh look! Another shoot'em-up for the PC Engine, we are getting lucky! Remember Nemesis in the arcades? Yes, well you'll know this game then because Nemesis is what this is.

Gradius is identical to Nemesis in every way, right down to the same waves of aliens. It is basically a horizontally scrolling shoot'em-up for either one or two players, sadly not at the same time.

As you destroy waves of aliens you are awarded a bonus item, and collecting these will start a move up the weapon table found at the bottom of the screen.

Bonuses range from a speed-up



to a mystery weapon at the end. The second button on your control pad will select the weapon you are currently using. Gradius has the unique option weapon which gives you a follower which is like a sheep behind your ship.

It also fires the exact weapons that your ship does and basically acts as a clone of your ship. You can have up to three following you.

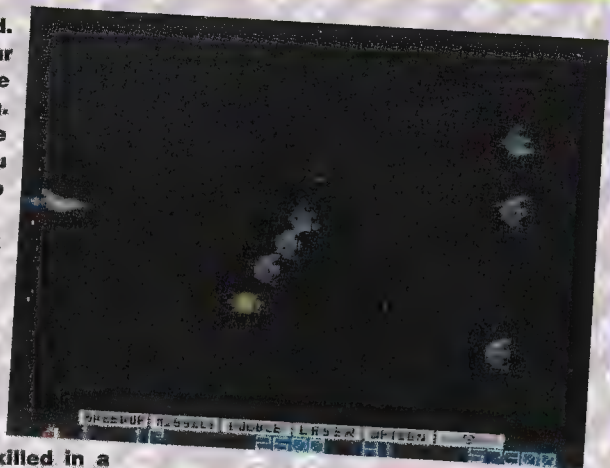
At the end of each stage you will come face to face with an exceedingly large mothership that can only be killed in a certain way.

These take a large amount of shots to destroy and when you do you'll be taken onto the brief set of bonus waves before the second level begins.

Graphically this is definitely of arcade quality with lovely backgrounds and rather gorgeous ships and enemies. The motherships are very well drawn indeed and it even seems a shame to kill them.

The sound is also very good and atmospheric, but unfortunately the problem lies with the gameplay, well it does for me anyway.

Nemesis fans will undoubtedly enjoy it but for non-fans, like me, it will become a bit boring. The final verdict? As a shoot'em-up you could certainly do far worse.



X-RATING: XXXX

Gameplay: 12/20
Lastability: 14/20
Presentation: 17/20

Merry Yuletide to you all! In this week's stunning pages we bring you some of the best games available for your machine. Let's not forget the Turtles, even though we want to!

UP, UP AND AWAY

Rocketeer, the heroic American who's ready to kick Nazi ass is about to storm onto the Super NES, or on the Famicom if you have the correct adapter.

Simply put, the game is looking brilliant, but looks aren't everything. As the skilful stunt pilot you will have to fly planes and shoot around the skies using your rocket pack.

More importantly, zap the Germans with your pistol before the enemy takes over the world and makes Frankfurters the national delicacy!

SUPER, SMASHIN' TV

That mindless shoot'em-up, Smash TV, is coming out on the NES sometime next year. Set in the future,

you're a tough cookie with an attitude and not the sort of bloke you'd like to meet in a dark alley. Besides, you're carrying an automatic machine-gun and a rocket launcher as backup.

If you don't like the sight of blood, give Smash TV a miss. However, if red is your colour, great, because you'll be dripping in it by the end of the show.

HINTS & TIPS

PUNCH OUT - NES

How do you fancy being in the ring with the Iron Man himself, Mike Tyson? No, me neither, but to try and go the full distance with the animal, enter the following code: 2678537588.

THE IMMORTAL - MEGA DRIVE

Fed up with the earlier levels of the EA classic? Have no fear, because if you enter the codes below you can start on one of the later levels. Well then, what are you waiting for?

Level 5: D4BFD41000EB0

Level 6: BCFEF51010A41

Level 7: 6B10F61010ACL

R-TYPE - PC ENGINE

You can get extra lives in this excellent shoot'em-up, but I ain't going to tell you how to do it. Oh, all right, type in this code and get ready for bundles of R-9s: JYL6589MB

WONDERBOY III - MASTER SYSTEM

Here's a load of codes to make life in the Dragon Trap a lot easier. Without gold Wonderboy is stuffed, so enter WE5T ONE 0000 000 to get bundles of wonga.

Mind you, if you want to taste the power of all the weapons, why not try typing in this beauty: 9GC5 YHX XY4V T1H.

Thanks to:

KC's Computers, 3 High Street, Loughborough, Leics LE11 1PY. Tel: 0509 211799.

Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.

**GAME: WHO FRAMED
ROGER RABBIT
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S
COMPUTERS**

Cast your mind back to Christmas 1988 and the most popular film in the cinema at that time. That's right, the one and only Roger Rabbit. Now we bring to you the game for your very own hand held machine.

Basically the game is an arcade adventure in



which you control the infamous bunny as he tries to save Toontown from the clutches of the evil Judge Doom.

This is a quest involving puzzle solving, murder and intrigue, so you can tell it's going to be difficult. The whole aim of the game is to find Marvin Acme's will and the deed to Toontown before returning them to Acme's solicitor.

Your journey will take you all around Hollywood asking for clues and collecting objects from various locations. All the key scenes from the film are represented: The Ink and Paint Club, Eddie Vallant's office, not to mention the film studios.

Roger can enlist Vallant to help him in his quest but only after his wife is kidnapped by Doom's henchmen, the evil weasels. It is up to you to find her, since she has been given the will.

As you can probably already tell, this game is an arcade adventure. The view is taken from slightly above the action and the controls are more than simple enough to get the hang of.

Running around the streets isn't as easy as you'd imagine because hiding inside anything they can are the weasels, armed with machine-guns.

They'll pop out and attempt to kill poor Roger - six hits and you're



dead. Thankfully there are energy enhancing carrots lying around to keep you alive for a while longer.

Roger Rabbit is a game that I found a lot of fun to play. The difficulty factor of the puzzles is set just right and trying to stay alive isn't all that hard either.

This is a purchase that I can recommend for all fans of the film and to anyone looking for something different on the Game Boy.

X-RATING: XXXX

**Gameplay: 14/20
Lastability: 14/20
Presentation: 15/20**

**GAME: TEENAGE MUTANT
NINJA TURTLES 2
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S
COMPUTERS**

Them snotty coloured heroes are back in the second game to appear on the Game Boy, which was inevitable even before the first was released.

I don't even know why I'm writing this review because no matter what I say all the kids out there are going to go and buy it anyway. What's the point!

Once again our pizza eating pals are up against their arch rival, the evil Shredder, sorry, Shredder (it wouldn't be very good if you attacked a piece of cereal now, would it?).

The game is basically a clone of the fast ageing Kung Fu Master. Controlling each Turtle individually you must make your way along the levels, killing your foes who attack from both sides.

The two moves at your disposal, a punch and a flying kick, can



get rid of the enemies quicker than you could say "God this game is naff".

You have an energy supply that you mustn't let drop, otherwise you'll lose one of the turtles and have to start all over again with another, leaving you with just four lives.

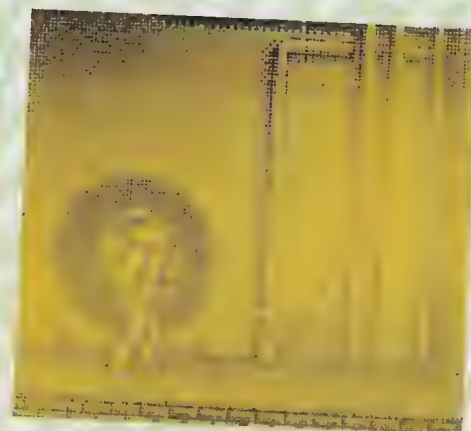
To regain some energy you can find pizzas lying around on the ground, (as you do), ready to be eaten.

At the end of the levels you will come across a guardian who must be killed to progress. These are usually armed

with large guns or swords and take a number of blows with the sword to destroy once and for all.

Playing this game requires practically no skill whatsoever, and wouldn't keep even the most hardened Turtles fans quiet for long.

I recommend that you go out and rent one of the videos instead. At least that will keep the kids quiet for an hour and a half. This won't!



X-RATING: X

**Gameplay: 5/20
Lastability: 5/20
Presentation: 10/20**

GAME: BATTLETOADS
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: KC'S
COMPUTERS



Blend together the best elements of Golden Axe and R-Type, throw in three toads named Zitz, Rash and Pimple, and you have Battletoads, an extremely silly beat'em-up come shoot'em-up.

The evil Dark Queen holds Rash and Pimple in her clutches after



'toadnapping' them and Zitz, understandably enraged, embarks on a quest to rescue his bosom buddies.

There are two types of level to the game; one where you run along bashing creatures with your large fists and feet until they crumble, and a horizontally scrolling shoot'em-up section.

Here, sat at the seat of your space craft, you must simultaneously avoid and shoot various waves of aliens and bits of deadly ground.

Your quest will take you across many strange and far-flung landscapes, ranging from swamps through to caverns and even passing through the stomach of the giant Wurm.

You will have to constantly brace yourself to fight against strange mutated creatures intent on sucking your blood.

This is a very comical game with loads of cartoon sprites and silly spot effects.

The main sprite is a humorous little chap who is excellently animated and looks just dandy. His cheery smile is enough to make even the most hardened stomach churn and fits in with the game like a glove.

Sounds and tunes are bouncy and fun and as such contribute to making the game into a perfect challenge for young and old alike.

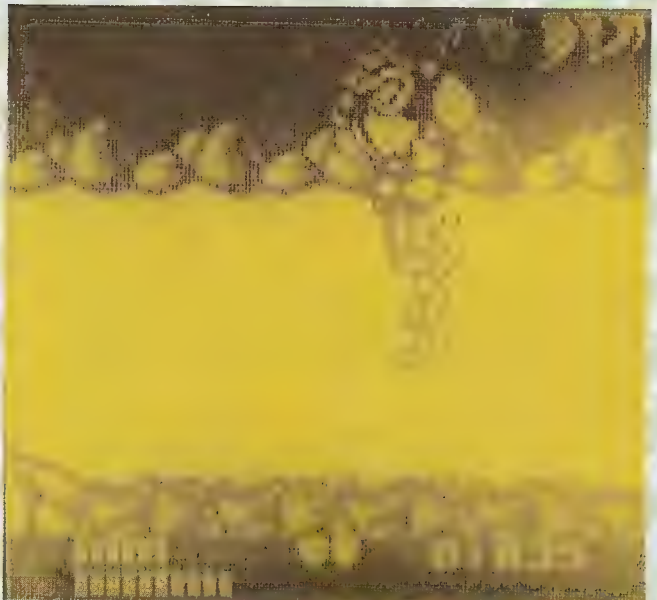
Difficulty has been set just a little too high; the first level is really easy but about halfway through the second you come up against an unbelievably hard section, seemingly impossible to get past.

Despite this drawback, I found Battletoads to be an extremely fun game to play.

The controls were easy to get the hang of and become involved in, while beating up the baddies gave a great sense of brutal fun.

X-RATING: XXXXX

Gameplay: 15/20
Lastability: 14/20
Presentation: 16/20



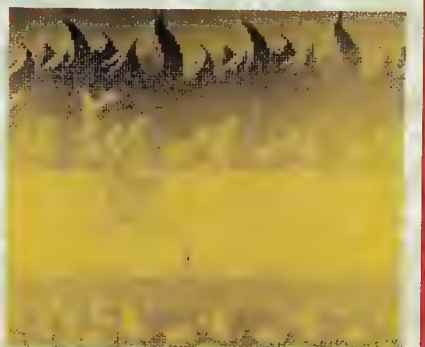
TOADALLY GREAT!



Here we find Zitz confronted with an axe-wielding foe who must be killed...



...When you achieve this, it will give you the chance to take his weapon for yourself...



...This allows you to start being utterly violent to all beasties who get in your way. Lovely!

GAME: RAIDEN
MACHINE: PC ENGINE
PRICE: £38.00
SUPPLIER: CONSOLE
CONCEPTS



Once again the overbearing urge to kill loads of aliens in an extremely quick and powerful spacecraft is thrust upon us.

Below you lies the crust of a troubled planet as you fly a perilous mission to save the inhabitants from a take-over by an ugly, mean race of alien life-forms.

You are at the controls of a class fighter, initially armed with a mere spud gun-type weapon. The first few waves are simple enough but after a while along will come the bonus ship.

Killing this will produce a weapon power-up which comes in two types: red and blue. The red powers up the spud gun with increasingly more powerful and vicious shots, while the blue proffers a long, blue laser which comes in more or less one line.



Either guided or non-guided missiles may also be added. The former are really useful and after hunting out the nearest



Shooting that lovely large warship at the top of the screen will reveal a bonus weapon item which, when collected, will give you a bonus weapon (shock horror!)

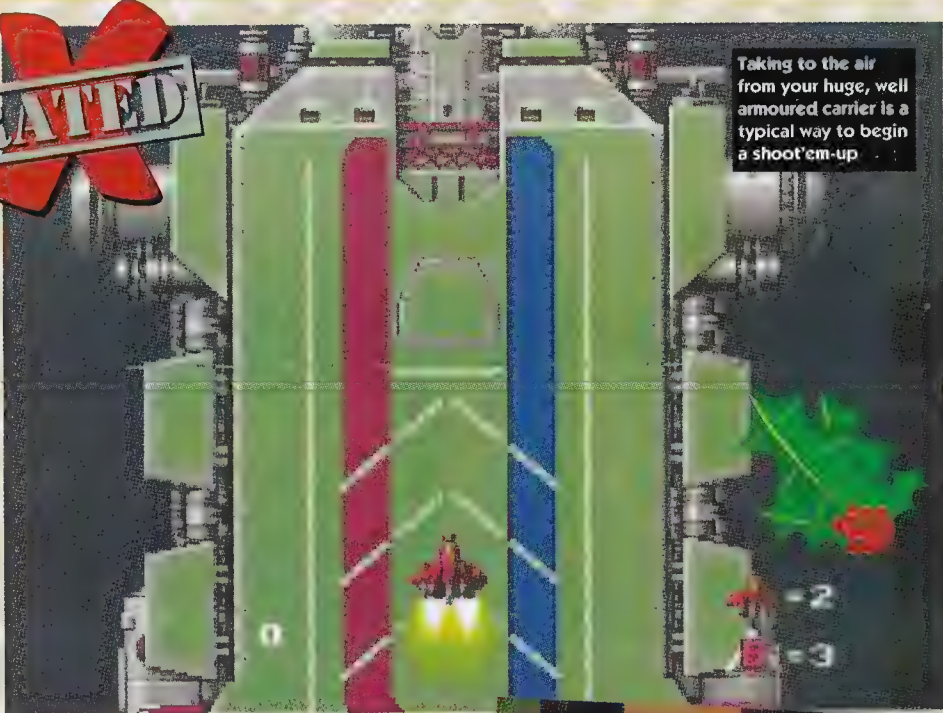
bad guy on screen, explode on contact. The non-guided missiles fire forwards at a high velocity.

A great many of these shoot'em-ups have large end-of-level beasties and this is no exception. If you thought getting through the level was hard enough, then wait until you try the guardian!

These usually come in the form of immense tanks, spacecraft, boats, or monsters, and every single one takes an incredible amount of shots to destroy. Either that or a couple of smart missiles.

Pressing the second button will launch one of these projectiles which will destroy everything that happens to be inside the radius of the explosion.

Graphically this is right up there with the thousands of coin-op shoot'em-ups.



Taking to the air from your huge, well armoured carrier is a typical way to begin a shoot'em-up



The backgrounds are incredibly detailed and the weaponry and sprites are all excellently drawn and executed.

The scrolling too is very smooth, making the whole appearance one of immense quality. With excellent sonics, loads of explosions, laser sounds and a very fast backing track, your adrenalin is sure to be kept pumping.

On the down side this is just a little too hard; the action hots up too quickly to keep the average gamer happy for long and getting past level one alone proves to be just too much.

This is a shame because it is one of the best shoot'em-ups I've played for a long, long time.

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 16/20
Presentation: 18/20



FANTASIA PLAYER'S GUIDE

This is the second game that Mickey Mouse, perhaps the world's most famous cartoon character, has appeared in. Feast your eyes on this guide, specially formulated just for you...

SEGA
MEGA DRIVE



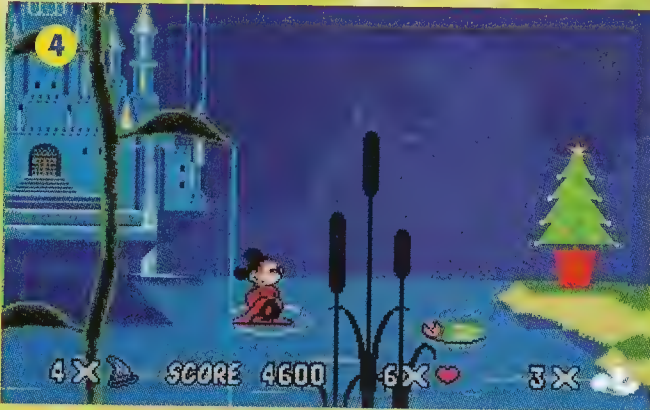
Collecting a fairy will warp you to another section of the level. These sections will usually contain at least one of the notes you are seeking, so I'm afraid there's no avoiding them



On the two underwater sections there is only one way to find the notes and that is to run into nasties. This means that you'll need at least two energy points, just to be safe



There is a definite route to the first part of level one and only one magic power is needed to reach the end. Learn the best route to take and everything will look rosy



On the second stage there are certain times when you can actually stand on the water. When this is possible you will be able to see a flashing white circle; jump onto this and you won't sink



The first note to find is situated at the top of the screen, about one third of the way along the main section of level one. Make sure that you time the jump to get across, you can't finish the level without doing so!



To use the crocodiles to their full effect let them fling you off when you stand on their mouths. If you jump off you could die by falling in the water, but later on you'll have to jump off them to avoid getting stuck



When you see the bonus door you'll know that you are nearing the end of the level. Inside, you'll have to get all the life points and spells you can without touching the enemies, if you do touch them you'll reappear outside



Level two starts you off right in the thick of things. The big eagle feet cannot be annihilated and you must run underneath each when it is up. You'll have to avoid them when collecting the angel as well



To collect the first note on level two you'll have to enter the caverns and land on this platform. This will then trigger the note to fall from the ceiling, ready for you to catch it, which is easy if you time it right

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HONEST IT WASN'T

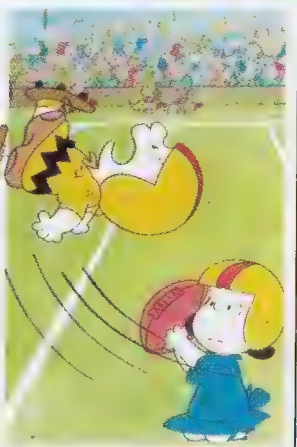
DEAR SANTA,

By the time Christmas dinner arrives on our table I would normally be close to dying of starvation! Thank heavens for those bumper Cadbury's packs, that's what I say. If it wasn't for scoffing all them choccies for breakfast I'd never survive the day!

From '91 there cannot be just one game picked out as the best 'cause there's been so many. For me, Monkey Island and Lemmings are the two that stick out the furthest (oo-er!).

My world is filled with insane little blue creatures flinging themselves downwards to their doom and the quest to become a pirate is one of the most enthralling things I've ever participated in. Can't wait to play the sequel.

Party games are really fun, this is one personal favourite:



Charlie Brown is just about an exact replica of myself. He has no accuracy when kicking a ball and I own a dog that lives for nothing else but sleeping

see who knows the most lines in 'The Spy Who Loved Me', which is always on the TV around the festive period.

Brian 'Jelly Head' Sharp.



Monkey is my kind of guy. Not only can he speak hundreds of different languages with no lip synch, he can also leap 20 feet in the air while blowing smoke through his nose. Who wouldn't wish to do that?

DEAR SANTA,

I know I've been a bad boy this year but close your eyes and forget the incident with Flossy the sheep, please.

I'd love my slinky silk stockings to be filled with your handful. Err, they're not really mine. I know they're in my drawer but you never know

DEAR SIR,

There's something about Christmas that makes you want to shout aloud.

It's not the earmuffs from your Gran or the golden brown roast turkey that you stuff down your throat with cans of cheap lager that makes the festive season real, but treading on the razor sharp pine needles which drop off the tree the day after it was brought home!

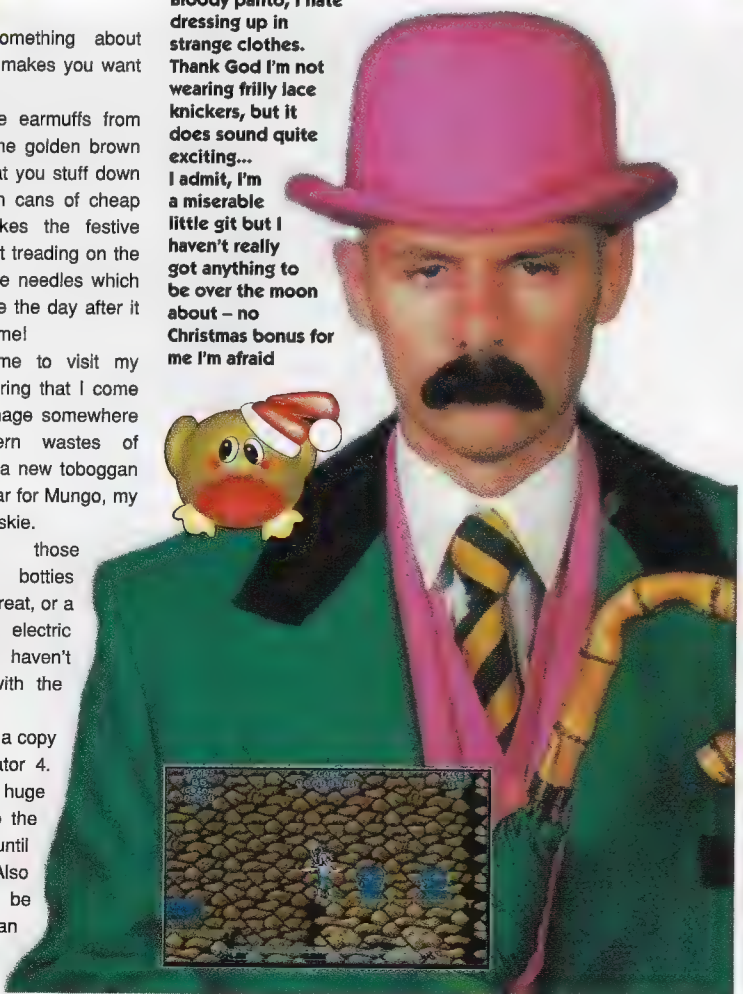
If you come to visit my igloo, remembering that I come from an orphanage somewhere in the northern wastes of Alaska. I'd like a new toboggan and a fluffy collar for Mungo, my three-legged huskie.

One of those Garfield hottie botties would also be great, or a solar-powered electric blanket if they haven't got Garfields with the blinking eyes.

I would like a copy of Flight Simulator 4. The manual is huge enough to keep the log fire burning until the new year. Also Leander would be nice, as would an Amiga too!

Alex.

Bloody panto, I hate dressing up in strange clothes. Thank God I'm not wearing frilly lace knickers, but it does sound quite exciting... I admit, I'm a miserable little git but I haven't really got anything to be over the moon about - no Christmas bonus for me I'm afraid



DEAR FATHER CHRISTMAS,

Rightio matey, you've had over 11 months to prepare so none of this "I haven't got time to cater for every whim" malarkey.

My main priority has to be a pair of spanking new and aesthetically pleasing armbands for Mario. Colour, orange; size, minuscule, if you don't mind.

You see, every time he plops in the water he clean forgets to resurface. Either that or a dirty great starfish gnaws

him. Sad, isn't it? Maybe I'm doing something wrong!

Although Chrimbo is the season to be jolly you could at least supply him with swimming aids, giving him the choice as to whether to get legless or not.

Here is a list of things I definitely do NOT want: A Marks and Sparks nightie with teddies on the front, another infuriating game of Tetris, chocolates with hazelnuts in them (uggghh), half a fondue set, matching luggage, a greenhouse...

Lots of slurps, Shaz.

Our Michelle doesn't know which way to turn or who to flutter her eyelashes at, what with all these international, hunky and alluring stars surrounding her... and Pavarotti too. What a pickle!



SANTA! HONEST!

T ME!

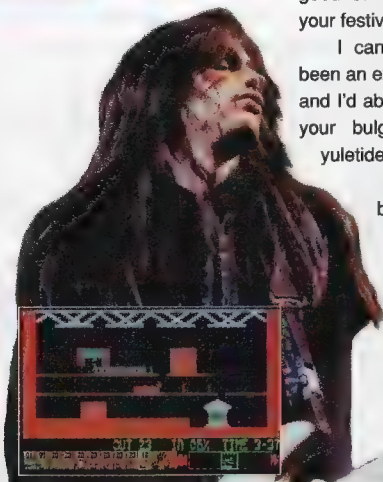


when your fan belt may fail...

I really like sports y'know Santa. I like to dress up in my wet suit, but I'd like to go a few rounds with...I mean, I'd love Microprose Golf. Hitting the balls across the green and frolicking in the sand with my wedge.

I've got this dream of joining the mile high club. No, no. You've got me all wrong. I just want a copy of Secret Weapons of the Luftwaffe. It's the speed, the glory, and ladies in uniform.

Yours, with absolutely no hope at all, (but an elf would do), Nicky Noo.



DEAR MR CRIMBO

Having borrowed a suitably frilly leg covering from my good lady for the exclusive pleasure of your good self, (I thought you'd appreciate the velcro gusset), I would love it if you could give it a good stuffing with as much of your festive load as possible.

I can safely say that I've been an extra good boy this year and I'd absolutely love to relieve your bulging sack of all its yuletide goodies.

This year has been a busy one and with all the travelling about

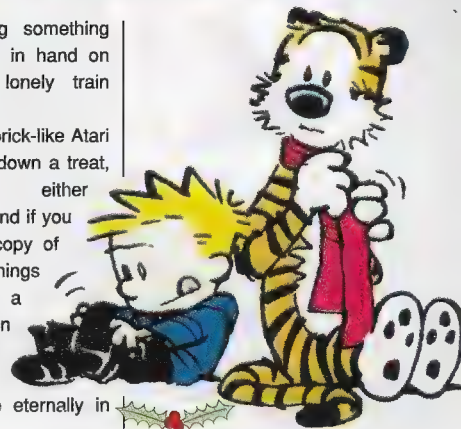
I've been fancying something substantial to take in hand on those long and lonely train journeys.

One of those brick-like Atari doofahs would go down a treat, especially with either Warbirds or Klax, and if you could throw in a copy of Oh No! More Lemmings for the ST and a year's subscription to Leather Lovelies Languishing Luridly I would be eternally in your debt.

Oodles of loveywuveyoops and Sapporo, John.

Ooh, ooh, yes, yes, just there.. Ooooh that's great Ammm! Ooh scratch a bit harder. Hmmm, great! If only I had this much hair.

Christmas really is just the greatest eh? Relaxation, pressies, booze, pressies...



Calvin and I share the same love of Christmas. Yeah... Chrissie pud, pressies, sledging, pressies, snowmen, pressies - Ooo, Christmas is great

MR CHRISTMAS SIR,

There's going to be a bit of a problem here, no stockings. Nick borrowed them earlier, something to do with a fan belt.

By the way, where is the fan belt on a bicycle? Anyway I'm sure that if I watch Blue Peter I'll come up with a solution. Now where did I put that sticky-back plastic? Oh yeah, where's Nick?

I'd like a copy of Lemmings, then I could practise more and wouldn't have to cause mass destruction when I play. One false move and there they go!

A Game Boy would also be welcome, but don't forget the carts and gallons of batteries.

Christmas wouldn't be the same without an M & S nightie with teddiest, chocolates with hazelnuts in them (yum), half a fondue set, matching luggage. But please, not a greenhouse...

Hoorah for Christmas, Pam.



Oh no, not more turkey sandwiches! If I eat any more I'll burst. All this amateur operatic stuff really gets you down. Still, if it all goes horribly wrong Sumo wrestling's becoming pretty popular and I rather fancy myself in one of those skimpy and flattering nappies

DEAR MR CLAUSS,

Play games at Chrimbo? C'mon, there's so much good stuff on the television I haven't got chance. Still, maybe I could find time to complete the likes of Knightmare and Monkey Island 2, but I doubt it.

In the meantime I would like to point out that I, in no way, have any stockings, Christmas ones or otherwise. When Santa comes to my place he has to contend with a bloody great pillow case.

This year I don't want the

usual satsumas, chocolate money, and nuts lining the bottom of my sack.

Oh no, I fancy oodles of Game Boy carts so I can flog 'em off to my brother.

My main pressie wouldn't be good health for the next year or anything nancy like that. I want cash, and lots off it.

Still, I suppose I'll end up with the usual array of socks and handkerchiefs as usual - roll on Easter!

Yours greedily and not a humbug in sight, Scoop.

This is my twin brother Andrew. We share the same classic broody Italian looks, as well as having similar taste in clothes. We enjoy nothing more than a few vinos with the 'family'

DEAR ST NICHOLAS,

This year I have been especially good, particularly towards my two nasty brothers - and the incident with the cricket bat was a complete accident, honest.

And so was the frog in the toilet bowl when Aunt Pru was visiting... and I don't like biscuits so THAT can't have been me.

So could I have the bestest game ever in the whole world this year, namely Leader Board Golf on the Game Gear. If I was to receive this I promise to be a



very good boy all next year as well, and not to bully my two brothers, and not to give the writers and artists at Games-X too much work to do, and to buy Pam all the coffees I owe her.

Yours Christmasly, Feargus.

TO MR CHRIMBO,

When I was a lad I won a Raleigh Chipper in a Nesquick competition. I can remember looking out of the window waiting for it to be delivered.

A week after Christmas I left the bike standing by the kerb. When I came out it was in bits. As I stood bawling the bloke who ran it over must have

Roughie-toughie Jason Stallone would like to give the bloke who smashed up his bike a present he won't soon forget



felt guilty and wrote my mum a cheque for a new bike.

Anyway, we got a call from the bank to say the cheque was stolen! For Christmas I would like Paperboy 2 to remind me of my one happy week on wheels.

Yours hopefully, Jason (grown up).



Lots of quality items supplied for the entertainment receptacle of your choice... If you wish to correspond with this tome of astronomical significance send your scrawls to: **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield, Turn off the M6 and keep going until it gets boring SK10 4NP.**

ALIEN BREED

-TEAM 17

Wot more Alien Breed cheats? Cor! Well, well, well! To activate this little bunch simply type the following in on the computer on deck 2. Simply log on and type them, including spaces...

ALIENS ARE FAGGOTS - make aliens weak

PUFFNUTS MODE - make aliens slow

BEN JOHNSON TRAINED THESE ALIENS - for faster aliens

Or type in one of the following...

SPADGE

GALLUP

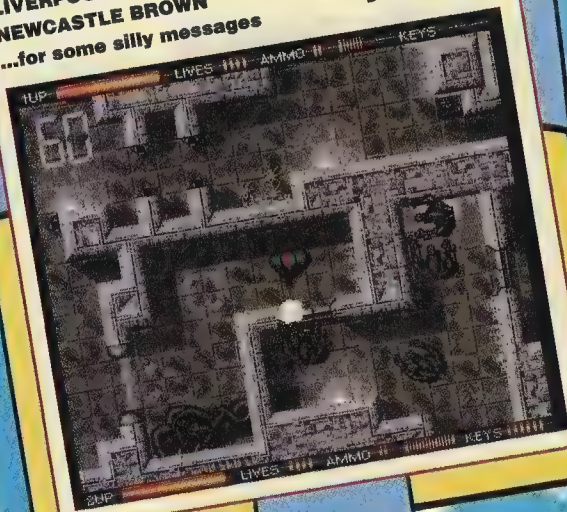
LIVERPOOL

NEWCASTLE BROWN

...for some silly messages



1 MEG



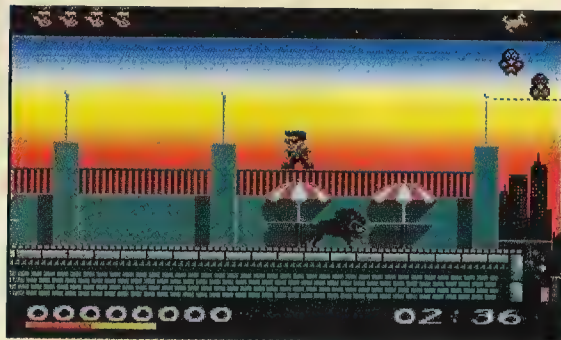
HUDSON HAWK

- OCEAN

Floppy film but not quite so floppy game (apart from the disk of course)! To activate this typically Oceanic cheat on the ST simply type in the following **SANITYCLAUSEISCOMINGTOTOWN** on the title screen.



This will give you all the infinite bits you could possibly want! On the Amiga all you have to do is type **SCIENCEFICTION** to produce the same effect.



FINAL FIGHT

- US GOLD

We're not supposed to know that there's a cheat for this, but there is! HA HA!

All you have to do is wait for the message "not so fussed..." etc, to appear on the intro and press **HELP** in the ensuing period of inactivity.



NAVY SEALS

- OCEAN AMIGA

I know we've done cheats for this before, but another one has shown up that will produce the same effect.

If you want infinite bits, put your name as **PSBOYS** on the high score table and the cheat will be activated.



JAMES POND

- ELECTRONIC ARTS

To activate the cheat that will open all of the doors all you have to do is (on the title screen) press **C**, **Left** and then start.

Once the game has started, rotate the joypad while pressing **A**, **B**, and **C**.



AMNIOS

- PSYGNOSIS

More level codes!!! We're getting SO many of this sort of thing... It's great! Keep up the good work, chappies.

Use the following to zip through the complex and complicated world of the pulsating blobs, orbs and space craft...

- Level 1: FRDSNSmngR
- Level 2: PLFRmnLQSn
- Level 3: LSnBRGnSLQ
- Level 4: LKmcTKSCDF
- Level 5: STBnLmRCHL
- Level 6: RCHLmCLRMS
- Level 7: THBSTSTFTT



THUNDERJAWS

- DOMARK

Gareth Johns from Basingstoke tells us that there is a simple cheat for this quite awful game. Unfortunately our copy of said abysmal item has disappeared so I had no opportunity to try it! Ahhhh!

What a shame... anyway, he claims that pressing the Left button on your rumbling rodent will activate an infinite lives cheat. Hmmm, I have my doubts about that one!



LOTUS TURBO CHALLENGE 2

- GREMLIN

I AM GETTING REALLY BRASSED OFF WITH LOTUS 2 CODES, ALL RIGHT????!! However, for the very last time I shall include a suitable hint for this obviously very popular game.

For those of you having trouble on the Marsh course I will now divulge information concerning the positions of the 'time domes'. They are as follows... Middle, Right, Left, Right, Left, Middle, Left, Right.



THE BLUES BROTHERS

- TITUS

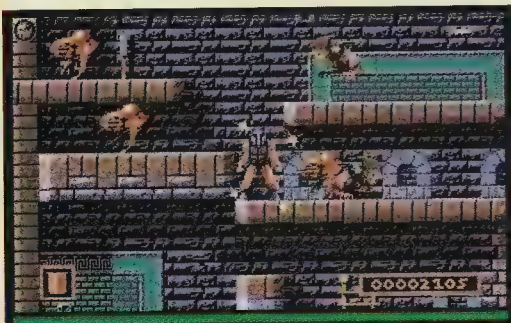
To execute the wondrously helpful cheat mode in this classic platform romp all you have to do is type HOULQ (dead easy to remember that eh? Just rolls off the tongue doesn't it?) Then you can skip through the levels by pressing any number between one and six! How's about that for splendid stuff then, eh?



GODS

- RENEGADE

I had absolutely no idea that Gods contained a cheat until now. Apparently, according to someone signing himself as Grunthos the Terminally Flatulent you can play the game with infinite energy by typing SORCERY once you've selected the password option. Weird that no one has noticed that before, eh?



NEBULUS II

- 21ST CENTURY

Nebby codes!!! Yeah!!! If you want to progress to the fifth tower type in the password as ICEHOUSE, for the alien tower (number 9) type LANDANDLOVE and if you want a real challenge type GREENTREES for the 13th 'winter' tower. Great or what, eh? We've got some goodies for the weapons as well, but I want you 'orrible lot to prove your worth by telling me what they are first!



The streets of Lytton are no longer safe to walk, and it's a tough job upholding the law when everyone seems intent on breaking it. Fret no more; Sergeant Alex Simmons and his faithful sidekick, officer Nic Moran, are here to solve all your PD problems...

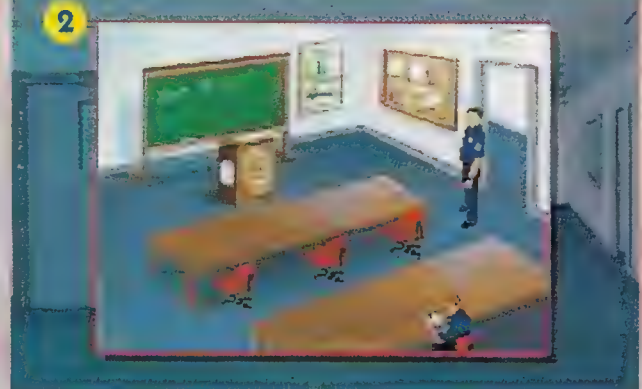


LYTTON PD



1 You start on the second floor of the Lytton police department. You need to get to your office which is through the door on the left with your desk against the right wall.

Rummage through the in-tray and read the note. Leave the office and walk to the briefing room off to the right and then walk through the door on the left wall



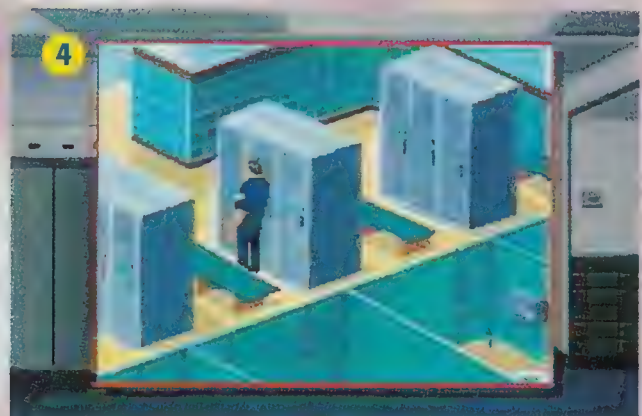
2 You are conducting the briefing. Click the hand icon on the clipboard hung on the side of the podium. Sonny will start the briefing and, when finished, will talk to officer Morales - the girl near the front.

She will then leave and walk to your office. Follow her, then talk to her once again. Continue until she stands up and leaves, remembering to select the sustain option on the form



3 You will have another form in your tray. Pick it up and head for the elevator and level three. Give the form to the head technician and he'll give you an access card in return. Click on it to pick up.

Head back down to the first floor in the elevator. Walk into the men's room and open your locker (the one in the middle). The code is written on the back of your manual



4 From your locker, pick up your handcuffs, nightstick, notebook and flashlight. Close your locker and leave the room. You can enter the levy, but you won't gain points! Before entering the lift open the closet and get the batteries and flares, ready to use later.

In the lift, go down to the ground floor and out into the courtyard. Open the patrol car and climb inside



5 Once you've received the message to head towards Aspen Falls, follow 6th street down to the river intersection, then head east to the Falls. Take the turning when it appears.

Exit the car and talk to the woman holding the child. Head right and click the hand icon on the mad man. He will run up to you, take your badge and throw it in the river



6 He'll then run into the water and start to swim and splash around. Search through his clothes, find his keys and follow his lead by lobbing them into the river like he did your badge.

The man will freak out having seen you do this and charge towards you. Quickly select your nightstick and use it on the man as he approaches. You'll hit him hard, so while he's stunned, cuff him

"BOOK HIM, DANNO!"



Search him on the way back to the car (you should find a concealed weapon) and put him in the passenger seat. Drive back to the police station and walk over to the lockers near the bottom doors.

Click the hand icon on the lockers and open the one with the key in it. Place your gun in the locker, then close it. Walk inside the station with the half naked man behind you



Walk up to the booking window and take the knife you found when searching the man. Place it in the drawer, along with his license. Click on the left-hand door and enter the correct violation code to book him.

Charge him for possession of a concealed weapon. Click once more on the booking window to collect your cuffs, then leave, remembering to pick up your gun from the locker on the way out

ON PATROL



Now that you're on patrol, head for highway 41 eastbound. The first problem you'll come up against involves officer Morales. Get out of the car and walk over to the passenger side of the car.

Talk to Morales, then chat to the woman in the car. A dialogue box will appear - out of the two choose the signature box. Talk to the violator once more before driving off



Keep driving along the freeway until you encounter other vehicles. When you reach the end of the freeway, you'll turn around and head back the other way. When you are passed, use the eye icon to look at the cars' plates.

Type these into your computer and you'll receive a low-down of the car and the owner. If the plates are exempt, leave the car alone because the driver is in fact an undercover cop



To pull over a car, pull up behind it and turn on the siren. This will usually surprise the violator and he will eventually stop. Step out and always walk around to the passenger side of the vehicle, otherwise you'll be run over.

Talk to all the car occupants and make a note of the time. The cars that appear are the white Merc, the Lowrider and the blue Escort



Talk to the driver of the Merc and get his license. Step back into your car and insert the license into the computer. Select form 900 and enter the time and the vehicle registration. Rip off the ticket, then continue patrolling.

This process is repeated for the Lowrider, but a little more care is needed for the drunk - we'll get back to him in the next instalment

SCOOP SPECIAL PRODUCTIONS IN ASSOCIATION WITH THE MEGA PLAYER'S GUIDE CORPORATION PRESENT...

MOONSTONE - A HARD DAY'S KNIGHT

The land of the Moonstones is littered with menacing monsters, all of which crave human blood. Mere mortals need beware of the creatures but now, with the aid of Scoop the Sorcerer, would-be victors can learn how to vanquish the land of the fool inhabitants.



TROLLS

Beware the fearsome Trolls who live in the southern most reaches of the land. These club-wielding monsters tower above any knight and prove to be a worthy match for anyone. Speed and timing is the key but even the most agile of knights can fall victim to their immense power.

When combatting Trolls take one swipe and one swipe only before moving out of the way. Although it takes time knights are best advised to swing their swords and run. Patience is one of the knight's greatest assets and exercising this trait will save your life. Wise knights let the foolhardy visit the Trolls' lair and then ambush them on the way out



WILD BOAR

Found within the grassy plains of the north-west territory these ferocious beasts can prove tricky to the novice fighter. However, what can seem an impossible task is really quite simple. When confronted by these creatures fight your instinct and turn your back!

Timing is important, but if you follow these steps you'll soon conquer your foe. Stand in the centre of the screen and wait for the boar to appear. As it comes onto the screen perform a backwards swing and the swine will run onto the end of your sword. If you are quick enough take another swing and send it to meet its maker.

Keep repeating these moves and you shouldn't loose too many hit points

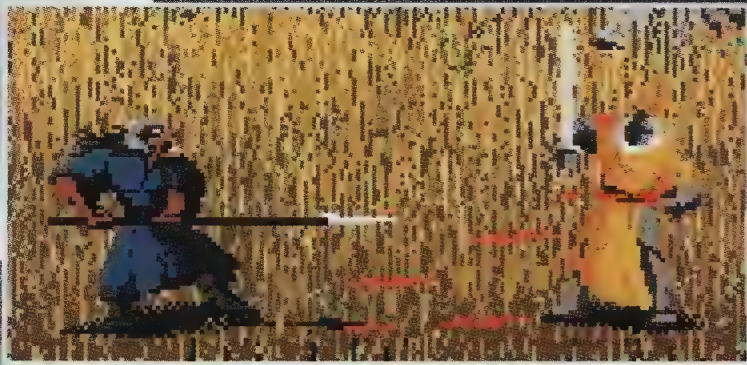


MUDMEN

These foul creatures lie in wait just under the surface of the muddy pools found in the wastes of the south-east. When battling against them make sure you stay on the fittest reaches of the screen - if you let it head these moves you may get dragged down into the depths for an untimely death.

Hit and run is the best way to defeat the Mudmen. Perform an overhead chop on the monster before making a hasty retreat. Keep repeating this process until you have defeated all the inhabitants of the lair. If you are unfortunate enough to be captured by one of the monsters, don't despair. To escape Sir Creator's grip, pull down on the joystick and press fire before running clear.





TROGGS

Found in nearly all of the map sectors, Troggs are a humanoid race that despise noble knights and their kind. Although smaller than many other adversaries Troggs are a desperate foe who can easily get the upper hand of any knight when engaged in mortal combat.

There are three different hybrids of Trogg; the easiest to defeat are armed with long hammers while other groups carry axes and pikes. There seems to be no definite pattern of attack to adopt when facing Troggs. Lunging at the enemy will eventually see him falling to the ground in a glorious pool of blood. If you use this move you'll gain precious seconds during which you'll be able to prepare for your next foe.

An alternative method of attack is to get in close and repeatedly swing your blade at the aggressor. Whichever way you decide to tackle the Troggs, you're sure to have a very bloody battle.



RATMEN

Small in stature yet great in numbers the Ratmen can be found in the south-western reaches of the land. While most of their number hide in the trees, the Ratmen attack in small numbers. Unwary knights should beware of the Ratman's tail that hangs down from the tree.

The easiest way to defeat the Ratmen is with a series of front and back swings. Alternatively try pulling down on the joystick and pressing fire to see your knight skewer the little fellows.

Knights should also time their visit to the Ratmen's lair. When the moon is full the creatures gain extra powers and prove harder to deal with. Knights should also remember to heal themselves soon after an encounter with the Ratmen, because they carry a venomous bite that can turn nasty.



BALOKS

These formidable opponents are blessed with a fearsome array of teeth. While the less experienced will feel these nashers at first hand, the more wary knight will learn that the Balok's bark is far worse than its bite.

As with the Trolls, Baloks should be attacked once and once only. Knights should run out of the way of the leaping Balok and ready themselves to deliver a telling blow before escaping to somewhere else on the screen. One word of caution - try not to be on the spot where the Baloks land, it seriously damages your health.



BLACK KNIGHTS

When played by less than four people Moonstone will feature Black Knights. These often carry desirable items which can be yours for the taking. Wise knights will wait for the Black Knights to obtain keys and the like before taking them on.

Beating a knight in combat couldn't be easier. When the Black Knight draws near continuously lunge at him. This move will see him helplessly taking hits before falling to the floor in a heap. If you rid a Knight of his last life you'll be able to take all of his items.

DRAGONS

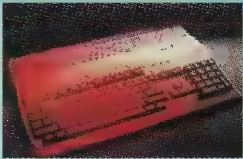
The Dragon is perhaps the most fearsome of all the creatures in the land. These winged beasts can attack at any time and will take great delight in trying the unprepared warrior. If you feel you are ready to take on the Dragon then there is one simple way to defeat him.

First, knights must avoid his fiery breath by hiding just under his chin. Continuous overhead chops are the best way to defeat the beast but you must be in the right spot. Too close and the Dragon will grab you with his talons, too far and the beast will toast you. Good luck! If you defeat the monster you will be able to take all his ill-gotten gains.

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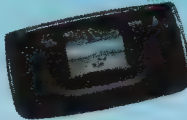
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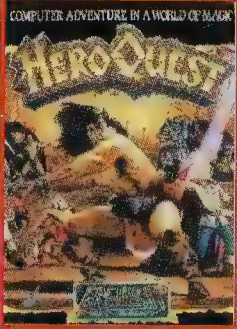
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AUSTERLITZ

MIRROR IMAGE £7.99
OUT NOW 16-BIT

The greatest battle ever fought by Napoleon is about to begin. The date is 2nd December 1805, the place, a few miles east of Brunn in the province of Moldavia. Ranged across the barren Prutzen heights are the forces of the Austro Russian army.

Choose between either Napoleon or his opponent and base your entire battle on actual orders or, alternatively, totally recreate it from scratch. The game can be played by one or two players and the revolutionary system which has been specially developed allows you to watch all the action in glorious 3D.

The presentation is of a very high standard and although the screens take a while to draw the overall impression given is one of true class. For strategy fans only.

X-RATING: XXX



TITANIC BINKY

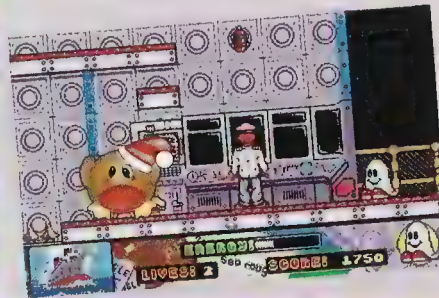
ZEPPELIN PLATINUM £7.99
OUT NOW 16-BIT

Arthur J Macensack, power mad oil millionaire, all-round loony, Texan landowner and proprietor of the Ritz Bingo Hall in Milton Keynes hungers for world domination.

To do this he has kidnapped the world famous paranormal scientist, Professor Goonhilly, and forced him to develop a weapon of awesome power that feeds on negative paranormal psyche.

Goonhilly's manufactured super gun has turned the Isle of White into a giant custard slice as a demonstration of Hackensack's evil intent.

The powers that be are so cheesed



off that super hero spook detective from the SPECTRE division, Commander Binky, armed only with an ectoplasm gun and a case full of disguises, is sent to Hackensack's base (the newly raised Titanic) and ordered to force him to return the world to normality.

Fans of cartoon-style platform romps will revel in the utter stupidity of this superb game, filled with humour, puzzles and ridiculous arcade action.

Games players of all ages will thoroughly enjoy the exploits of Binky as he works through his Society for the Prevention of Ectoplasmic Crime Telekinetic misuse and Reality Endangerment mission.

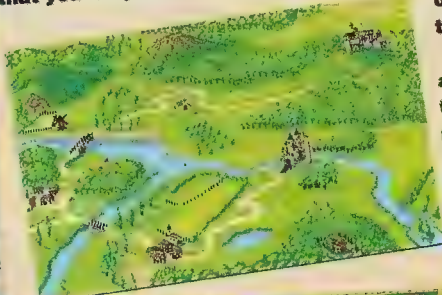
X-RATING: XXXXX

IRON LORD

ACTION SIXTEEN £7.99
OUT NOW 16-BIT

In a once serene Kingdom, your father has been overthrown by evil minions. As a truly boring and somewhat predictable crusader of justice and all things good your only desire in life is to recover the throne for your family.

To gain respect among the locals you must demonstrate your prowess at archery, arm wrestling and sword fighting. Then go out, jump on your hoss and fight for your Kingdom to prove that you truly are, 'The Iron Lord'.



Make the girls swoon, the tough guys tremble and prove that you're a really nice guy as you dash around like a blue bummed fly in this pseudo RPG/arcade game.

This is basically a series of simplistic arcade sequences



interspersed with fairly boring periods of crashing about in empty villages trying to find something to do.

Still, the graphics are quite good and there are some reasonable sonics that drive the game along in suitably medieval fashion. Overall, an average bash that's far from being the worst budget title around.

X-RATING: XXX

BLOODWYCH

MIRROR IMAGE £7.99
OUT NOW 16-BIT

In Bloodwych, a fantasy role-playing game, you play the leader of a bunch of happy-go-lucky do-gooders, intent upon halting the resident demon in castle Bloodwych.

The basic style of the game is that of a simplistic Dungeon Master. You view the journey through the eyes of your adventurer and any actions which you are required to make are



initiated by means of a simple icon system.

It's all very easy to play and there are some unique features. For example, how many RPGs do you know of that allow for simultaneous



two-player exploration?

This is ideal for beginners wanting to limber up for attacking one of the big boy role-playing games. It looks OK, plays reasonably, and has more than enough features.

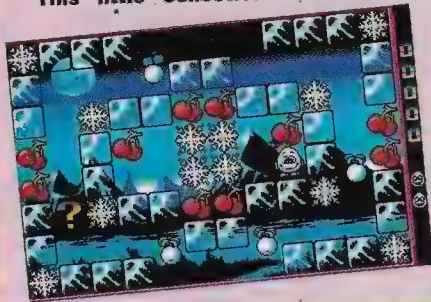
X-RATING: XXX

THE DIZZY COLLECTION

CODEMASTERS £19.99
OUT NOW 16-BIT

The Dizzy games from CodeMasters have long been a firm favourite among buyers of budget software due to their uncompromising quality of gameplay and presentation.

This little collection



of goodies has arrived in the shops just in time for Christmas and includes some of the best of the Dizzy related games of the last year.

Five games in all, with three from the splendid arcade adventure series that made their mark on the 8-bit market before besotting owners of both the Amiga and the ST machines.

Magic Land, Fantasy World and Treasure Island Dizzy are all present and correct and are accompanied by a couple of silly little arcade-style games, Kwik Snax and Fast Food, which are both titles that should appeal to the younger game players among us.

Gameplay is the aspect that stands out the most with this collection. All of the titles are eminently playable and have a certain air of quality about them that dictates prolonged periods of feverish gameplay all the way through to the small hours (just ask Bri!)

Overall this collection is certainly a

product that represents superb value for money. With five games that all normally retail at a price of around £8 you're certainly getting your money's worth!

I can highly recommend this to anyone with a tight budget, or anyone who has experienced one of the Dizzy games before! A definite contender for a Christmas stocking filler!



X-RATING: XXXXX

SOCCER STARS

EMPIRE £24.99
OUT NOW 16-BIT

Admittedly not very cheap, this has to come under the category of budget software due to the fact that there are four previously released full price footie games included in the pack.

OK, if you hate football this really isn't the compilation for you, but if you seek pleasure in the pummeling of leather orbs around a large field this will undoubtedly fill you with



glee. Four monstrous chart topping sport sims are included with Emyln Hughes' International Soccer, Gazza II and Microprose Soccer taking a back seat to the ultimate classic, Kick Off 2.

All the games are very similar and with the exception of Kick Off 2 are all a little above average. I would say that the biggest problem with this collection is that most footie fans already own this classic title, and chances are they're not really going to want the others.

However, if you're (to quote a very tacky song) 'football crazy - football mad', I'm sure that this is the collection for you.

If you're getting an Amiga for Christmas and you like football this'll probably be what Granny buys you.

KICK OFF 2: XXXXX

THE OTHERS: XX

CHASE HQ

HIT SQUAD £7.99
OUT NOW 16-BIT

Now ageing coin-op conversion from the Ocean stable that for some unfathomable reason managed to receive all manner of acclaims and favourable reviews when it was first released. Heaven knows why 'cause it was a complete load of tosh.

Rumble along the badly scrolling road in your abysmally represented Porsche as you overtake other naff looking suped-up wally mobiles. The game is a million miles away from the original Lotus and an infinite distance from Lotus 2. If you want this game, forget it, you're obviously suffering from delusions.

Yuck! £7.99 for this? There are considerably better public domain racing games that have been around for a considerable time. If anyone buys you this for Christmas they undoubtedly hate you and should be vigorously beaten the next time they dare to cross your path.

X-RATING:)

RICK DANGEROUS

KIXX £7.99
OUT NOW 16-BIT

Rick Dangerous is one of those titles that will go down in computer game history as an all-time great.

When it was first released many moons ago it took the market by storm as people rushed out to play what was one of the first cutesy platform games.

Playing the part of a ridiculous Indy Jones-type guy you must bound about from platform to platform collecting archeological artifacts



and try desperately to progress through the numerous rooms that make up the labyrinth of the Aztecs.

Graphically the game is a real goodie

and there are loads of excellent and amusing little features that should keep you tittering away for hours. If you've not played this before it's well worth the money and will

undoubtedly fill those oh so annoying gaps between the festivities over the Chrímbo period.



X-RATING: XXXXXX

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STREET TALK

PACMANIA CHALLENGE

Peter Saunders (16)

I've had my Mega Drive for about two years now and own 19 games. Road Rash is my favourite and I also have Populous. I swap games here at the Computer Cavern because it runs a part-exchange scheme. I also have a Powerbase converter and two Master system games; Chase HQ and Alex Kidd.

I buy Games-X every now and again - we knew about the competition, but didn't realise Games-X would be here.



Matthew Secker

3rd - I came in yesterday for the competition, but because it had changed I came in again today. I'm going to have a go just for fun. I've got a Commodore 64 which I have had for a year come January, and I'm hopefully going to get a Lynx for Christmas.

My favourite game is Turrican, but I can't get past level 4.2 - it's impossible! I don't think I've got much chance of winning the Mega Drive after seeing David Brown (the heat winner) play.



Mark Hughes (17)

This is one of my local stores - it's one I come to a lot and I think it's a fairly good shop. At the moment I've got an Atari Lynx, but I should be getting a PC for Christmas - I've been looking at the Goldstar.



Favourite games? Well, I think Roadblasters on the Lynx is fairly good. I've already got Willy Beamish, but there was a file missing so that's why I'm here.

Pacmania is alright, although personally I prefer Pacland.

Paul Tubb

Well, I've only just recently got a computer - the Amiga 500+. I've bought Alien Breed, but it won't run on my machine, so I've come back to swap it.

The next game I want to buy is Heimdall - I would really like to get a copy. I've also got the Simpsons and Lemmings.



Mike Ross (18)

My home town is Hastings, but I'm here at the university reading physics and electronics. I've had my ST for two and a half years now and my favourite games are Populous and R-Type. I also use my ST for programming and I'd like to write games - I'm working on the graphics for one at the moment.

I read most of the computer mags - different ones are better for different computers - I don't really have a favourite. I read Games-X, because it's not bad and covers most of the computers.

THIS WEEK'S WINNER AT COMPUTER CAVERN IN READING



David Brown

1st - Brilliant! I'm the winner! I didn't think that I would be very good on the joypad. I've got an Amiga 500 and I've been practising. My favourite game at the moment is Turbo Challenge 2 which I sometimes play against Matthew (see 3rd place left). I also like Magic Pockets and the Blues Brothers - they are brilliant games.

Matthew lets me borrow Games-X, but I read Amiga Action, basically for the coverdiscs. My Amiga was an early Christmas present. The game I really want off Father Christmas is WWF Wrestlemania.

PACMANIA HALL OF FAME

1. Tariq Abdu.....80,040
2. Robert Mottershead.....78,260
3. Kevin Fulcher.....78,110
4. Anthony Widdowson.....72,360
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6. Alan Rayner.....69,340
7. Neil Stevens.....69,260
8. Mark Smith.....67,220
9. Damian Marshall.....63,920
10. Eddie Regan.....40,880

A TVS television crew from the local programme, Coast to Coast, came along and did their bit. They interviewed those present on the pros and cons of computer games.

Next week toboggan on down to Leeds, the heart of the North, and find us at Game. That elusive Mega Drive is still awaiting a happy home, and there's a big high score to beat!

SHOP TALK

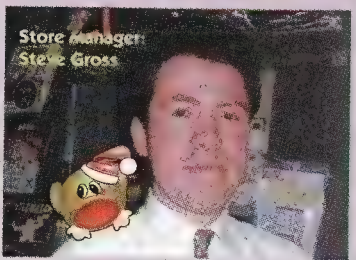
Steve Goss - Store Manager

I think we had a lot of interest in the competition but a lot of people were put off by the TV cameras. The best seller over Christmas will definitely be Wrestlemania, but the machine which will sell the most will be the Lynx 2. We were broken into on Saturday and only Lynxs were taken.

The interest in Pacmania has certainly benefited from the challenge. Before we held the competition we sold out of the game.



Sales Assistant: Kevin Learwood

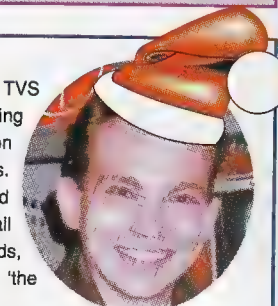


Chris Wilson

2nd - Actually I'm from TVS Television. We're here doing a feature item to be shown on Friday after the regional news. It's called Coast To Coast and we are presenting an item all about consoles and hand helds, which are being accepted as 'the toy for Christmas'.

We are looking at why they are being bought - talking to educational therapists, psychologists etc and also a local hospital which deals with retarded and mentally handicapped children. We'll also be talking to Bandai in Fairham.

Oh, by the way I've got an Amiga and my favourite game is F-19 Stealth Fighter. I'd also like a Game Gear (Better write to Santa then - Ed).



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A WORD FROM OUR SPONSOR

Please, please, please can you help me with a problem? I'm a hard workin Production Editor at *Games-X* (the best mag in the world) and my problem is that none of my riters can spel properly. I'm constantly having to correct all their artickuls when I could be playing Leaderboard Golf on the office Game Gear. What do you suggest?

Feergus, Production Desk.

Santa-X: Oh dear. A sad case of, "I can't spell, I won't admit it, so I'll be damned if anyone else can". I prescribe a week off at Christmas, take an aspirin and



Here we see Frumpy Ferg taking my advice and relaxing at home with the OED. Will my therapy work? Or shall we see him back in the new year, wielding his big stick, threatening to beat the writers unless they spell properly?

read the Oxford Dictionary from A to Z. Give the writers absolutely nothing to do when you return and your problem will be solved.

SWEET HOME CHICAGO

Last week I bought the Blues Brothers and I am stuck on level three. I have tried all different ways but I cannot get past the level. Is there a cheat for infinite energy or credits? *Thomas Purvis, Sunderland.*

Santa-X: Only a week! Why don't you put some effort in? If you completed the game in a week you'd feel rightly peeved - it ain't supposed to be easy! If you want infinite lives and such, try Tip-X, I'm just the Doctor with the answers.

Unfortunately you never told me what your problems were. How am I supposed to lead you in the right direction? It's Christmas though, so here's some tips. In the sewer, pull the lever to open the door, go through the sewer, pull the other lever, and the door before the sewer should open.

In the large empty room is your vital music-making piece of equipment, simply leap up on the platforms. Avoid the spikes but you need to go near them, simply head right. Delve in the sewers, and take some quick action to jump on platforms avoiding the power blasts. Climb down the ladder, et voilà!

INTIMATE PERSONAL PROBLEMS

Why is it that when you try to open a pot of yoghurt the foil lid always rips in half? I have this problem a lot - with those little milk pots you get with coffee in the Pizza Hut and with the triple choc trifles from Sainsbury's as well. Why oh why oh why?

John, Writer's Desk.

Santa-X: Yes, that is a knotty one. I don't usually reply to intimate queries, but even I, the wise one, have encountered the problem with yoghurt pots and those weeny and awkward milk potlets.

I have the same trouble when I sneak a look at my



pleas to: Santa X, Chimney Renovation, Games-X, Europa Igloo, Adlington Reindeer Park, Macclesfield, SK10 4NP Elville.

DrX

Welcome to the yo-ho-ho-ing, carol singing, turkey stuffing yuletide column of everyone's favourite Doc, Santa X. This is the time for getting stuffed and generally being obnoxiously nice. Pah! None of that nonsense here! It's going to be a busy time in December; the reindeers are on a go-slow and I'm not as slim as I used to be for getting down those chimneys. It's heavier work too! Computers and bikes instead of apples and a satsuma. Send your



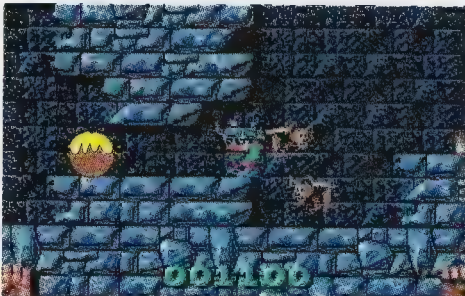
The problem which has haunted mankind since time Immemorial - the ripped yoghurt top. To protect the innocent yoghurt gobbler we have blanked out the background. I do show some concern

Christmas pressies, I try to prise a tiny gap open, and whumfl, the entire wrapping rips down the middle. I know your problem Andy, and for a change I actually sympathise with a fellow sufferer. When a solution is found, you'll be the first to know.

CHEEKY GOLFER

It is I, Dermo, the superior one. (Oh lord, one of those - X). The reason I haven't written is because I've been lying low (It just gets worse - X). Anyway, if you have any problems with games, like level one of Lemmings, don't be afraid to write to me. (Smart arse! - X). Recently in PGA Tour Golf I had a record breaking total of 58. Beat that, waste of space! (Mmmn, I won't even lower myself to reply - X).

Anyway, enough of the compliments, here are a few queries to test that airhead.



Here we see Magic Pockets with the code about to be entered. Unfortunately for Dermo I haven't done it yet. It's a nice picture of level one though Dermo, shame you can't get anywhere. Have you tried playing it?

1: Are there any passwords for Magic Pockets?

2: How do I get past level two of Ninja 3?

3: What's your wife going to do for a face when King Kong wants his bum back? (Master) Dermo Smyth, Co Wicklow.

Santa-X: Let me see how I can help.

1: Yes.

2: You can have great difficulty.

3: Why you lousy no good pus bucket in a sea of sll (SNIP! It's Christmas Doc, don't go too far... - Ed).

COMPLETELY IRRITATING

I'm a completely annoying and irritating 14 year-old games player wot 'as got a Famicom, a Mega Drive and an Amiga. I'm having a spot of bover with Microprose Golf and woz wondering if yoo could help me.

Why is it that whenever I'm in the bunka I can't get out, whatever I do? I'm using the sand iron but I just can't do it. I've red the book but it didn't help.

Timmy, Guildford.

Santa-X: I wouldn't normally answer a pathetic question from an obviously deranged person like yourself, but I suppose with this Christmas lark, I'd better. Although I have the sneaky suspicion that I'm being had.



Timmy, if that is your real name, although I don't believe you deserve one, to get out of the 'bunka' you use the sand iron, judge the distance on the swingometer, and try to hit it in the sweet spot.

The white part of the curve, Timmy. It's all in the book. I know it's complicated, so try going to school. Oh, and yes, you are completely annoying and irritating...



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FOR EDUCATION

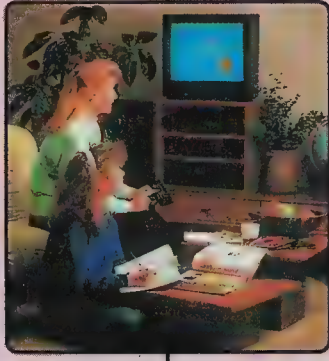
For young children learning to read can be an adventure! In the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.

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FOR REFERENCE

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About two months ago Team 17 released the X-rated *Alien Breed* for one megabyte Amigas only. This was a truly exceptional shoot'em-up and its next release, *Project X*, stays with the blasting game genre.

Over the last few years a group of mad scientists have been performing bio-mechanical experiments for fun.

In the process they have accidentally created insect-like droids armed with powerful X-rays. This extremely silly mistake has to be resolved, and fast!

The authorities have taken it upon themselves to fire these mutants out into deep-space. The pod has settled on the faraway planet of Ryxx and the creatures begin to raise their intelligence level, until ready for attack.

Back on Earth panic is widespread and the planet calls out for a hero - who happens to be you! You have to fly to Ryxx and destroy the nerve centre of the creatures' base. This will be anything but easy.

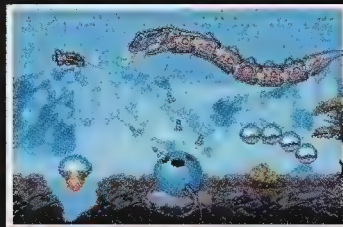
Project X is a horizontal, occasionally vertical scrolling

shoot'em-up. There is a one or two player option, but sadly the latter has you taking it in turns.

X-TRA ACTION

There will be six levels in all for you to battle through, taking you right into the heart of the enemy defense lines. Team 17 is keeping the looks of the sixth a secret.

No shoot'em-up seems complete without a whole host of large



power-ups; *Project X* is no exception. All the weapons here help you in some way to massacre the aliens that little bit easier.

However, all these weapons have to be bought, and taking too much onto your ship will result in the control becoming slower.

Team 17 came up with the idea for *Project X* after examining similar games on the Amiga as well as undertaking research into what the public would like.

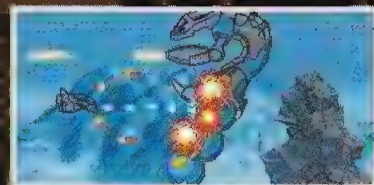
The Amiga is a powerful machine and the people involved wanted to push it right to the very limits.

Between the various levels there will be an incredibly fast scrolling bonus stage. As to what these bonus stages involve is as yet unknown, but they certainly promise to be special.

There is also a hard dance soundtrack playing throughout the game, coupled with sampled effects and speech. The programmers have kindly included an 'Old-timer Mode' which replaces the loud soundtrack with some softer tones.

As with *Alien Breed*, Team 17 is producing this game for 1 megabyte Amigas only. This didn't seem to halt the success of *Alien Breed* which was done very well in the charts.

Project X from Team 17 is due for release around the end of January and we'll be reviewing it then.



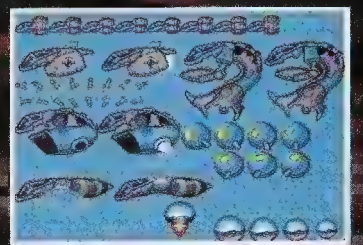
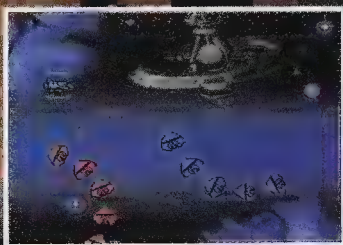
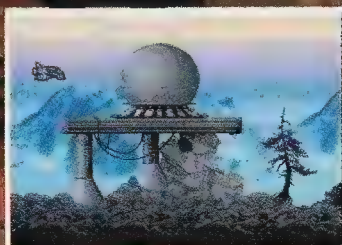
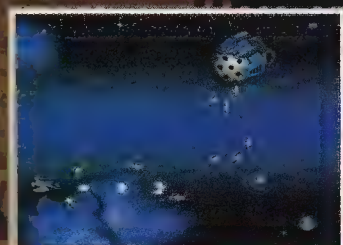
PROJECT X Sneaky Peek

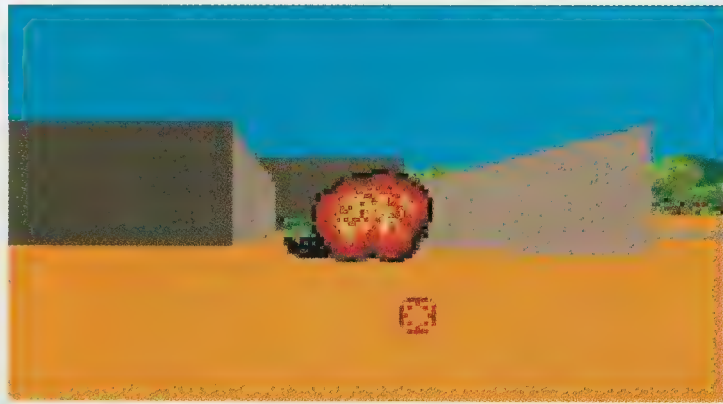


As you can see, Team 17 isn't a company for naff graphics. If you thought *Alien Breed* looked good, then wait until you see this one!

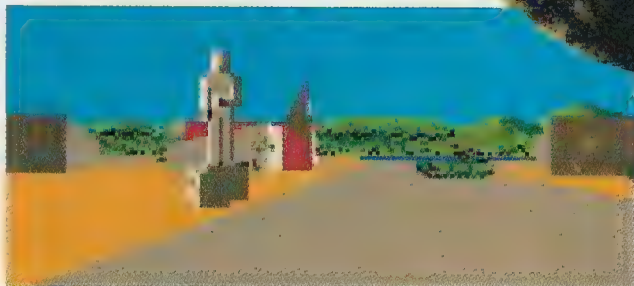


Rico Holmes is the graphic artist behind Team 17's titles and here is some of his latest work...





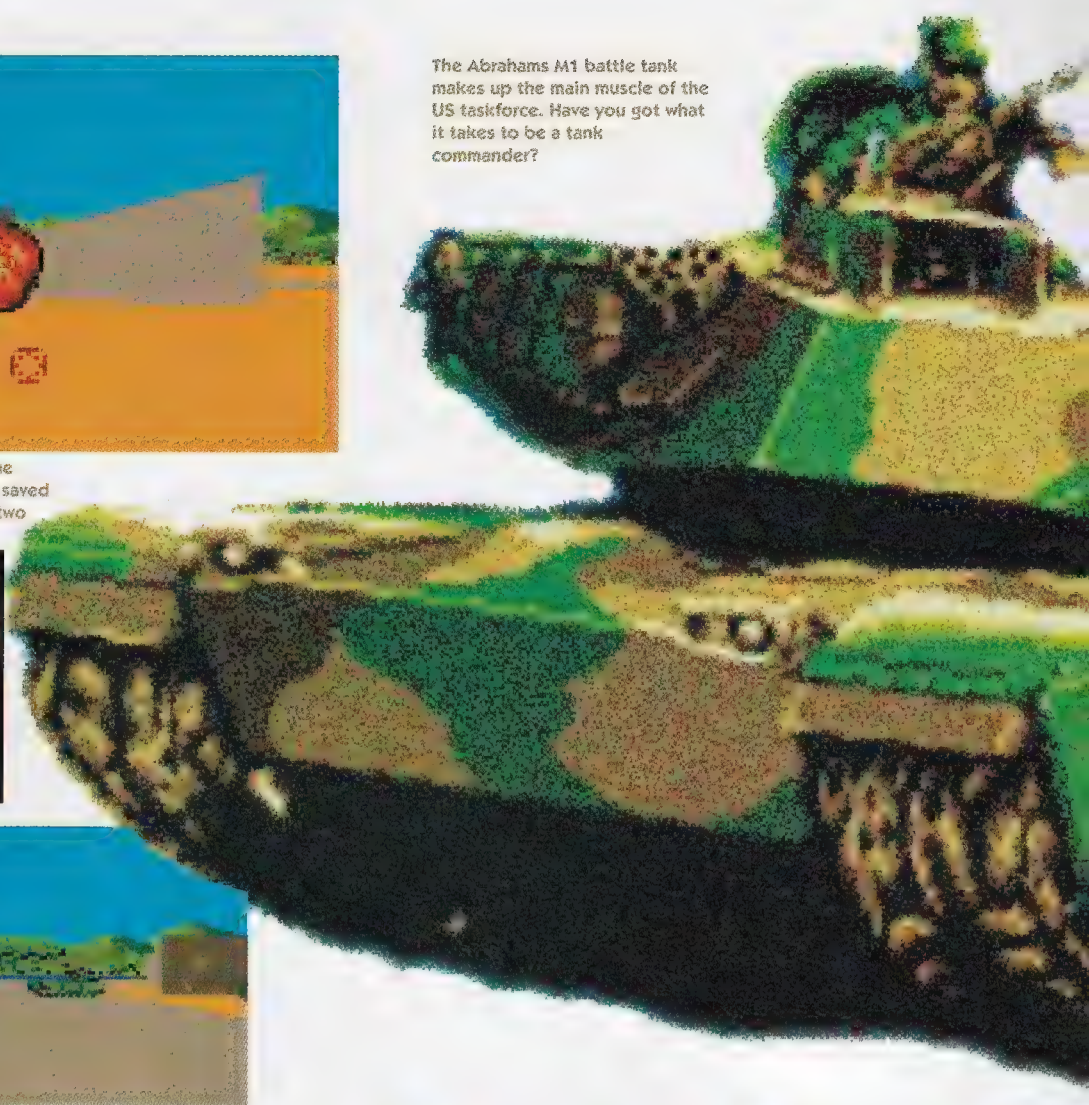
Hasta la vista baby! Yep, another one bites the dust. Your eagle-eyed gunner has once again saved the day and showed them Ruskies a thing or two



Left a bit, right a bit, fire! Empire presents its latest real-time, 3D tank simulation, Team Yankee 2 - The Pacific Islands. So if you're six foot or over here's your chance to drive a tank and shoot at those darn Ruskies. As a tank commander you'll be the one who saves the day.



The Abrahams M1 battle tank makes up the main muscle of the US taskforce. Have you got what it takes to be a tank commander?



We Interrupt this broadcast for an urgent news bulletin. Soviet forces have invaded a small group of islands in the Pacific Ocean.

"The archipelago has no use to the Soviets other than being a strategic base from which to launch a conventional attack.

"The veteran tank unit, Team Yankee has been dispatched to hold the few remaining islands. More news as we get it, now it's back to your original programme."

Unlike air combat simulations, land-based war simulations are pretty few and far between. There even seem to be more naval games nowadays. However, the handful of tank simulations that do exist are all of a similar standard.

That is, until now. The follow-up to Team Yankee, Empire's highly successful tank simulator of 1990, is due for release this Christmas.

Team Yankee 2 - The Pacific Islands is a significant advance on the original product in terms of gameplay, strategy and visual effect. It will once

Sneaky Po TEAM YAN THE PACIFIC ISLAN

again set the standard for 3D real-time tank simulation.

Team Yankee 2 is set on a series of islands in the Pacific which have been overrun by Soviet forces. The player in command of Team Yankee must attempt to regain all the islands in a series of strategic and demanding tank battles.

As each island is reached, Commanders may choose where to land their units and which areas to

attack and defend. These choices will be crucial to the outcome of the game, since they will affect the time it takes to subdue the crafty enemy.

The player will have to identify, locate and destroy crucial Soviet communication centres such as satellite and radio installations.

Failure to do so will result in the enemy gaining more intelligence on your manoeuvres and thus providing stiffer opposition.





Not only are you responsible for gunning the enemy but you'll also have to finance the whole operation - watch that bank balance



As a Commander you'll have to be able to check out what all your divisions are up to. Here we see a division of M1s scouring a town for signs of Soviet presence. These are still early days and the Russian forces are strong

The Pacific archipelagoes are the perfect setting for a confrontation. Here the commander is busy deciding just where to deploy his troops. Get this wrong and the whole battle could be a disaster



Team Yankee 2

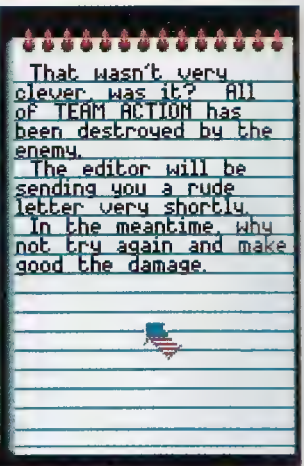
and subduing the enemy as quickly as possible.

Like its predecessor, Team Yankee 2 is a fast action, 3D, real-time tank simulator using Empire's unique bit-mapped technology.

A few of the features of tank control have been upgraded; buildings and other objects can now be destroyed under missile attack and the Soviet strategy has also been made considerably more sophisticated.

With a total of 45 tank battles needed to ensure complete victory, Team Yankee 2 - The Pacific Islands promises to be exciting for the novice and a great challenge for the experts.

So if you see yourself as a tank commander and fancy a trip to the Pacific, then look no further than Empire's Team Yankee 2, it'll certainly test your metal.



Surveying the area is all-important if you want to win the battle. Predetermine just where the Soviet strong holds are and decide how best to attack them

Unlike the other tank games in its class, Team Yankee 2 sees the player not only responsible for the military aspects of the game but also for the purchase and renewal of equipment and men between each battle.

Funds are generated according to the performance of the whole team's actions. Swift and non-destructive regaining of native villages is more likely to impress your backers than the destruction of hospitals and food dumps.

It is a fine balancing act between keeping the public relations initiative



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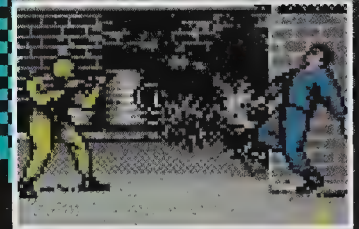
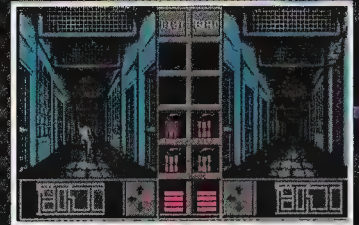
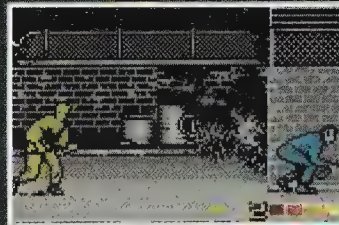
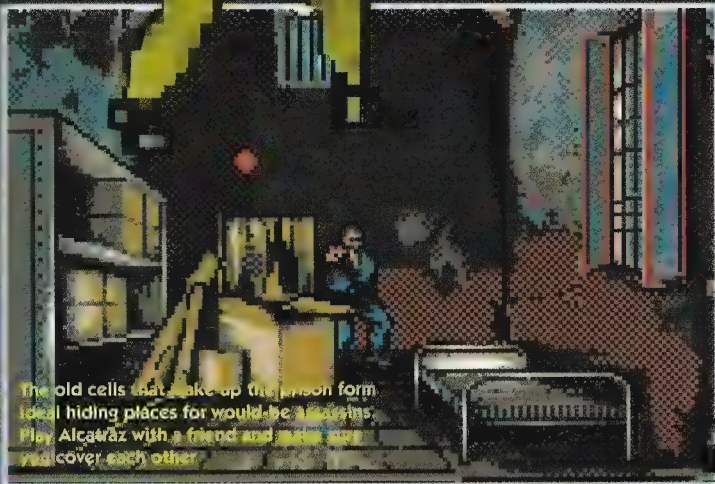
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Sneaky Peek

ALCATRAZ



Pelicans once inhabited the island of Alcatraz, an American Indian term for the large-billed bird, in their thousands before an impenetrable fortress prison was constructed to detain the most ruthless criminals in the US.

Now the island stands as a museum. Inscribed on one door is 'Al Capone's cell'. Another says 'Burt Lancaster's cell during the filming of *The Bird Man From Alcatraz*', and one even states, 'This cell detained Clint Eastwood - but not for long!'

A distinct and strong atmosphere permeates Alcatraz the game, thanks to the highly talented artist, Jo Fiamme, responsible for the graphics in *Hostages*.

The project has taken more than 18 months to complete with design team 221B, who has recently completed *Hero's Quest*, taking on much of the production work.

CORRUPT TO THE CORE

Many years have elapsed since the island played host to hundreds of undesirable guests. The museum has long since closed down due to unsafe construction.

Now, with the dawn of a new century, the island emerges as a drug factory and money laundering unit run by one of the world's richest men, the drug baron, Miguel Tardiez.

Tardiez is drumming up so much power that the government fears a coup. Secretly, it assigns two crack commandos to infiltrate Alcatraz, destroy the drug-making factory, set

Hostages, from Infogrames, rates as an all-time great. Some of the design team responsible for this classic, in conjunction with leading-edge team 221B, has now produced Alcatraz. Jason Spiller weathers the crossing from Frisco bay to the infamous penitentiary island, Alcatraz!

light to the money and take Tardiez prisoner for the trial of the century.

An impressive intro sequence takes you from the lights of the city to the dark, cold and seemingly deserted island.

The small boat reaches the shore and stealthily the commandos run towards the barracks building which now houses Tardiez's guards.

A searchlight picks out the men and bullets scream through the air.

Controlling the commandos you must dodge the missiles and shoot all enemy on sight.

Once in the barracks the commandos can plant incendiary devices and throw grenades, leaving destruction in their wake.

The most important aspect of the mission is to find papers which prove that the island is being used as a drugs base before setting time bombs to destroy the money rooms and drug-making factory.

The hunt then switches to the evil Tardiez himself. He is hiding in one of the cells in the prison block protected by his men. Vigilante guards make access through the main doors impossible.

Throwing their grappling hooks skyward our brave commandos climb to the roof.

However, searchlights illuminate the darkness and using the joystick you must therefore avoid being picked out against the black wall.

Once in the cell block Tardiez is found cowering in his cell. You must quickly make your way through the maze-like cell block and reach the beach where a helicopter is waiting.

Fail to reach the chopper in two hours, and you'll have to fight through the outside sections once more to return to your boat, dragging Tardiez dead or alive behind you.

The action is there, the atmosphere is strong, gameplay matches the strong presentation, and Alcatraz looks set to be a worthy

Like its predecessor, *Hostages*, Alcatraz sees you taking on some of the world's most fanatical terrorists. As we can see from this shot it looks as though you've got the situation well under control.

successor to *Hostages*. What sets it apart from other action adventures is the different gameplay perspectives.

They range from rope climbing, avoiding high velocity bullets and searchlights, to the first person perspective where you do the shooting and Tardiez's men do all the dying there is to be done.

Very original and innovative, Alcatraz is scheduled for release on Amiga and ST in February '92, published by Infogrames.

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- Wanted Lynx kit case. Also Electrocop and Ninja Gaiden. Will pay good price. Phone after 5pm, (0765) 689229. Also wanted, Game Gear games for my friend.

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- Game Boy for sale, plus leads, headphones and 3 games, Tetris, Wizards & Warriors and WWF. With magnifier and light. Great condition. Worth £150. Bargain £90 ono. (0280) 703671 after 5pm.

- Hey! Anybody got a C64 disk drive for sale in good condition? If you have, ring (0978) 841209, ask for Daz. If you have a C64 printer, I need one!

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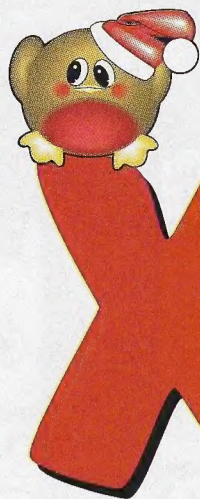
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Uncle X enjoys mince pies. Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

KNOME-NAPPED

Where is it?? Has it been kidnapped? Or is it a joke? I am referring to the ceramic garden gnome which I am supposed to have won in a recent Games-X compo (see issue 30).

Please send as soon as possible... along with a T-shirt as proof of apology!!!
Graham 'Do' Lally, Kingston Upon Thames, Surrey.

I have knome idea where the little chap is, maybe he's been knome-napped which is certainly knome laughing matter (Oh, shut up, you old fool - Doc).

It takes a while for the software houses to send prizes out so don't be impatient, he'll arrive at his new knome eventually. A T-shirt as an apology? Pah!

IN A DITHER

I'm really confused, I've got a brill Amiga and a spare £100 to spend on anything I want. I don't know whether to get a second disk drive or a half a megabyte.

When I buy one of the two which game shall I buy? Can you please help me!

PS I need a spare T-shirt (hint, hint).
Indranil Mukerjee, Haxby, York.

If your Amiga is only half a meg, the upgrade would be your best bet and would enable you to play games

requiring more memory. If, however, you have a one meg machine already then go for the disk drive, it'll save you gallons of time with multi-disk games.

Look stupid, you didn't tell me what type of games you like to play. But the one that's had everyone glued to Scoop's machine this week is the incredibly gruesome, blood-thirsty hack 'n' slay Moonstone - decapitations galore, guaranteed!

Take a look at our player's guide on page 42 to see what I mean.

DISAPPEARING ACT

Ages ago in Games-X (Issue 8) you featured a review for 'Little Beau'. In this review it says that little Beau should have been out in June. So why is it, when I decided I wanted the game, I looked everywhere and couldn't find it? No shops had it, and one person hadn't even heard of it. Is it out? If so where can I find it?
Arion, Plymouth.

Little Beau was being developed by Digital Magic. The project however, has been taken on by Millennium which is

WORD OF THE WEEK: PARALOGISM
n. (Logic) a fallacy, illogical reasoning.
As in: 1. The game will be with you tomorrow, Pam.
2. Jane/Rob/Jon say the page'll be ready in half an hour.

it - given a decade or two!

EXCLUSIVELY YOURS

I'm so x-cellent. I own an Amiga 500,

ON THE SCROUNGE



Happy Christmas, Happy Christmas.

Last week you gave a boy a T-shirt for saying Happy Christmas. I've said it twice, so what do I get?

James O'Connell, Famicom Land.

You get nothing less than Seasons Greetings from the GX team! (and a Bah! Humbug! from me - Doc). Pretty good eh?



due to bring the game out under the title, Kid Gloves 2.

BRAIN THE SIZE OF A...

I'm writing in to say that I am your most humble fan. To me you are my saviour. I worship your every move. My small, puny brain couldn't compare to the intellect of yours, (ahem, methinks this letter is on the wrong page! - Doc), so to compensate for this factor please send me one of your fab T-shirts.

PS My favourite part of Games-X is X-it because it involves you. Games-X must be the world's number one mag.

Sam 'Mindless' Thackeray, Eton, Windsor.

Urghh, listen to yourself. Have you no self-respect of any kind? (Obviously not - Doc). I do however, understand how you feel. Obviously being a sad little oik you would feel inferior, but you never know, you may grow out of

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JANE TALK

Dear Uncle Chrimbo, Please could you fix it for me to be Tigger for Christmas, because...

"The wonderful thing about Tiggers, is Tiggers are wonderful things; their faces are made out of rubber, and their tails are made out of springs; they're bouncy, bouncy, bouncy, bouncy, fun, fun, fun, fun. But the most wonderful thing about Tiggers, is:

I'D BE THE ONLY ONE!"
Hurray!
from me (Jane)



which as everybody knows is better than any other computer on this earth. I am really up-to-date with public domain and I do have quite a lot of games.

I think this magazine would be better if it was entirely for the Commodore! No STs, the doorstep Famicom and no Speccys!

Dynamic Denbow, Romsey.

Hmm, thanks for that.

CLUBBING IT

I am writing to ask if you know of any Commodore 64 clubs I could join in the Glasgow area. If not Glasgow, anywhere in Britain.

Also could I have... (No, no, no - Unc).

John McGuire, Kings Park, Glasgow.

Fraid I can't help you here. If there's anyone out there who has the answer to John's dilemma let us know and we'll pass on the info.

A T-shirt is on offer for the first person to write in with the address and phone number of a C64 club.

NEW ADDITION

I think Games-X is the best mag out, even though I don't buy it (why not? - Unc). After Christmas I will be a Game Gear owner and I would like to know when the absolutely fab game Sonic is coming out. And why don't you do more reviews on the Game Gear.

Chris Lovick, Broughton, Hants.

For starters get out there and buy the mag, stop scrounging off your bro. Secondly, Sonic will be out on the Game Gear in the new year. Maybe you could get your brother to buy it so you could borrow it. Finally, we review as many Game Gear games that we can get our hands on.

SOMETHING IN LYCRA

I need an expert Auntie X, so I thought I'd write to you. (Are you sane? - Doc.) I have just bought an Amiga 500 and was wondering if these games could be played on it.

- The first Larry (I don't know the name of it).
 - Leisure Suit Larry 1
 - Leisure Suit Larry 2
 - Leisure Suit Larry 3
 - Leisure Suit Larry 4
 - Leisure Suit Larry 5 and finally
 - Police Quest (starring Larry himself)
- P Smith, Aberdeen.**


The first game in the series was Leisure Suit Larry 1 and you can play this and Larry 2, Larry 3 and Police Quest 1 on your machine

There wasn't a Larry 4 - seemingly he had a memory lapse!


Finally, Larry 5 isn't out on the Amiga yet.

MEN TALK

Dear Santa,
Ooh no, listen, no, listen, Missus, don't laugh, ooh shut your cakehole, dear, all this cold weather plays havoc with my affliction, woe, woe, and thrice woe. And yea again woe. Ooh no, I need LOADS of sauce and plenty of titters, ooh no, missus, don't start. Get your Xmas titters out, Jon (ooooooooooooh!!) Ross



Diane,
Forward this memo to a Mr S Claus, care of the North Pole. Seeing it's that time of the year again when the owls fly hooting through Ghostwood Forest, and the Log Lady starts eyeing the Douglas firs with a look that can only be described as damn weird, I am drawn to the contemplation of matters festive along the line of gifts. I would like some check shirts, that cherry pie recipe and some Twin Peaks videos. Yours, Rob (FBI Special Agent Dale Cooper) Sharp



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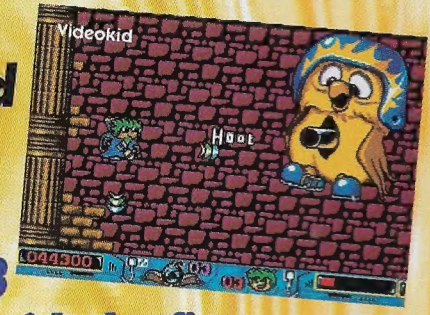
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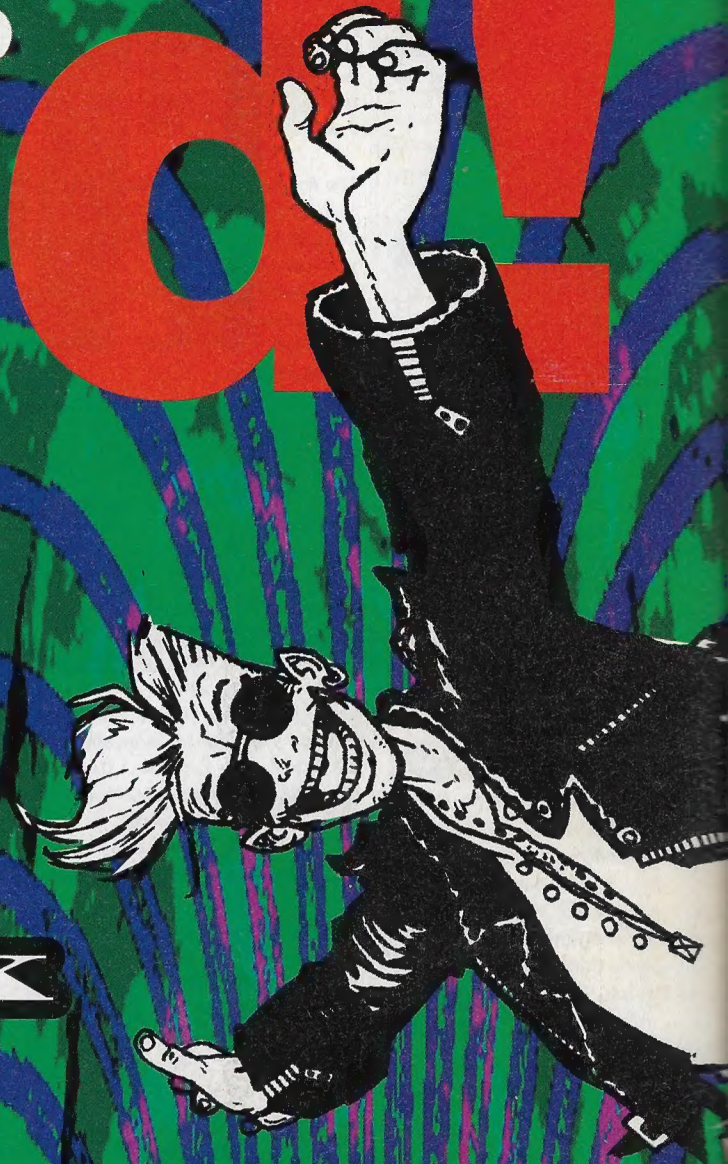
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well? what are you waiting for?